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CAMPAIGNS



Assault on the Mountains of Madness

Jason Durall

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Section M

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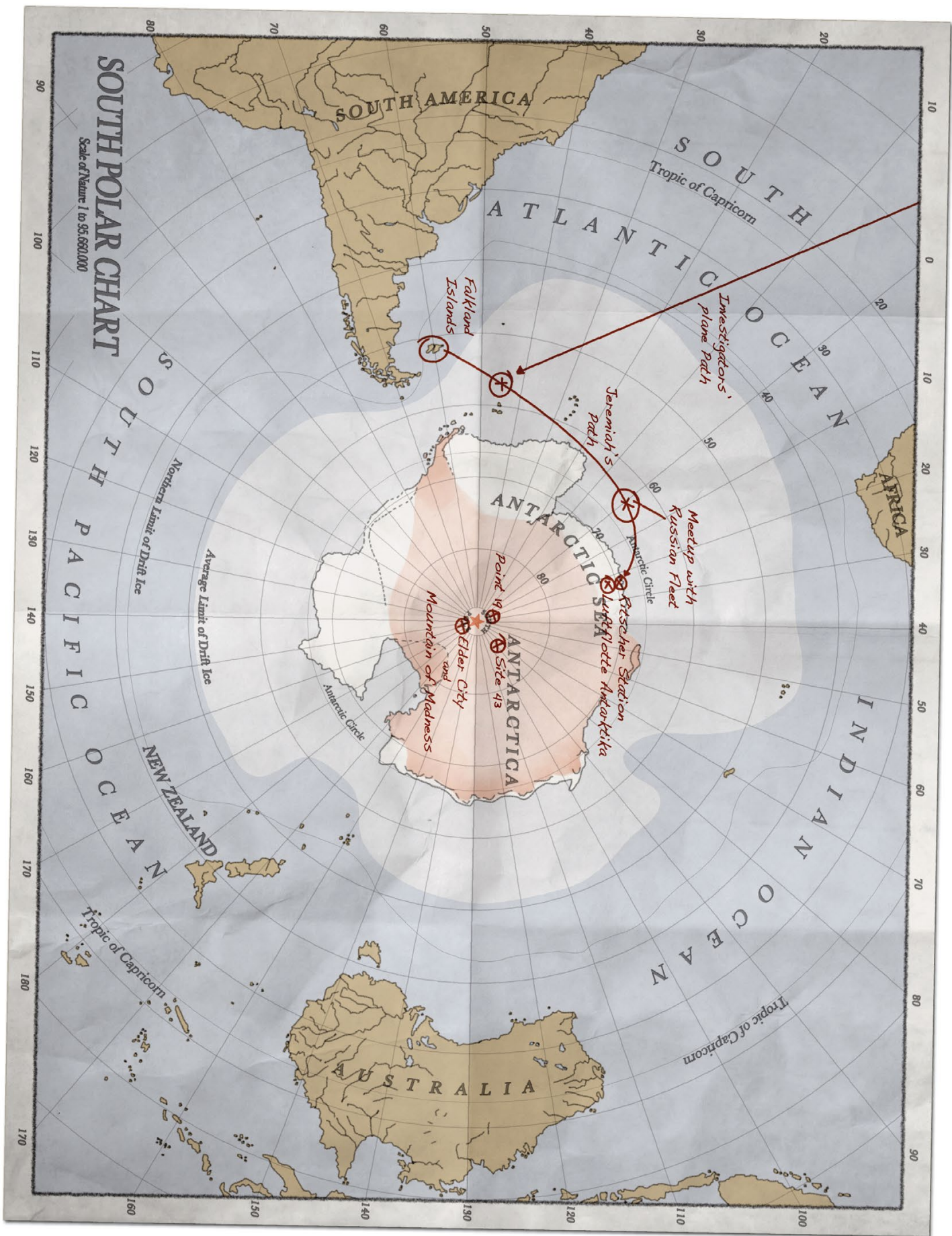
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Foreword from Jason Durrall

Though an obscure Elder God, Daoloth was always my favourite. As the Render of Veils, Daoloth tears aside illusions, revealing the reality concealed, and so it is to Daoloth that I dedicate this work. He's clearly been at work in my life, rending the veils that surrounded me. Since I started writing this, my life has been warped, shattered, and transmogrified, and the world I was in when I began this project is in no way similar to the one I inhabit now.

Two and a half years ago, Chris Birch entered my world to ask me about working on a different project for Modiphius. I was impressed with Chris, but wasn't sure if I'd end up working on anything for him. I wasn't really the right guy for that project, and I didn't know if it would actually happen. Now, I'm hard at work on two other incredible game lines for Modiphius (**Conan** and **John Carter**), and that initially-discussed project (**Mutant Chronicles**, 3rd Edition) is at the printers. And, of course, *Assault on the Mountains of Madness* is done.

I read H.P. Lovecraft's Cthulhu Mythos stories whilst in high school. At the Mountains of Madness included. It wasn't a work I returned to often, so I wasn't as familiar as I thought I was before starting writing this campaign. As preparation, I re-read the novella, then again when I was mid-way through, then revisited it a third time when I reached the ultimate chapter set in the Elder City. The elder things were inexplicably alien when I first encountered them, but a lifetime later, I found them deeply sympathetic. Though they were still strange to me, I came to understand them. As Professor Lake proclaimed: "... *whatever they had been, they were men!*"

On a similar note, I never could have imagined the changes to my life when I began writing, under searing white sun of central Texas. I completed it in the cold rain of Berlin, with some sections written in London, two cities affected profoundly by World War Two. My relocation opened an excellent window into the war, informing the narrative and further shaping the enemies the investigators must face and ultimately overcome.

My first exposure to the **Call of Cthulhu** roleplaying game was in an article appearing in *Twilight Zone* Magazine, written and illustrated by Gahan Wilson (which should date me). Despite more than three decades playing Chaosium games and around half that span writing *Basic Roleplaying*-related games, *Assault on the Mountains of Madness* is my first attempt at writing a complete campaign for **Call of Cthulhu** akin to *Shadows of Yog-Sothoth*, *Masks of Nyarlathotep*, or *Beyond the Mountains of Madness*.

The work itself was nothing I expected. Four other authors had written sections of this campaign, and all that needed to be done was some bridgework, stitching the different segments together and filling in the gaps. It would be primarily editorial, the work of a few months, and maybe 50-60K original words, tops. However, the feature... crept. My final word count was around 190K, and with the other authors' submissions, this campaign is in the neighbourhood of a quarter million words.

I was certain that completing this would exhaust my interest in Mythos hijinx during World War Two, yet I am brimming with ideas, jotting down background information and notes for (sanely, smaller) scenarios. I suspect this is not my final contribution to this particular, peculiar combination of influences. And so now I find myself in that curious post-effort rush of creative energy, almost gleeful when I get emails that let me revisit the bleak, icy world of Antarctica, whether to write back-cover copy, drop-quotes, art notes, or even this Foreword.

I apologise to my fellow authors—Bill Bodden, Alex Bund, Alex Flagg, and Paul Fricker—whose work I have reorganized, reshaped, disassembled, and even demolished. My challenge was to take five different voices (including my own) and to have them speak as one, making it consistent, coherent, and (hopefully) complete. I hope I've succeeded.

It's been a long, strange, and exhilarating voyage into the icy heart of darkness, and I hope you all enjoy the ride.

A handwritten signature in dark ink, reading "Jason Durall". The signature is stylized, with the first name "Jason" written in a cursive script and the last name "Durall" written in a more blocky, slightly cursive style.

Jason Durall
Summer 2015

Introduction



INTRODUCTION

Terra Incognita

"The ice desert of the South and the sunken isles of Ocean hold stones therein Their seal is engraved, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles?"

—H.P. Lovecraft, "The Whisperer in Darkness"

Assault on the Mountains of Madness is the first of a two-part campaign for **Achtung! Cthulhu** set in the final days of World War 2. It is ideally suited for a group of three-to-eight experienced investigators, drawn from a mix of military and academic backgrounds. The Keeper should have a copy of the **Call of Cthulhu** core rulebook (page references are for the Sixth Edition, published by Chaosium, Inc.) or Pinnacle Entertainment Group's **Savage Worlds**, as well as *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, both from Modiphius Entertainment.

Other products in the **Achtung! Cthulhu** line may be of use, though none are essential. *Terrors of the Secret War* contains a mass and vehicular combat system that expands and enhances those provided in *Achtung! Cthulhu: the Keeper's Guide to the Secret War* and the **Call of Cthulhu** core rulebook, and may be of some use.

Other useful works include the *Call of Cthulhu: Keeper's Companion: Volume 1* and the *Malleus Monstrorum*, also from Chaosium, though neither book is essential.

KEEPER'S SUMMARY

Assault on the Mountains of Madness is divided into three books and ten chapters, ranging from a daring raid on an Antarctic island base held by secret Nazi orders, an airborne or coastal assault, to a resolution in the city of the elder things itself. Options are presented to allow for a cliffhanger ending leading to the second part of this campaign, or it can end triumphantly (or in insanity and calamitous destruction).

This introduction includes an outline of the campaign, offers Keeper's advice, covers tone and setting, introduces methods by which the investigators will be integrated into the assault, describes character generation information and additional rules, allows for alternative means of entry into the campaign, presents background information and a timeline of events relative to the campaign, and ends with a listing of useful reference information.

Book One: Tides of Turmoil

Chapter One: Siege on Saxemberg concerns an Allied raid upon Hoffman Base, an abandoned Nazi base on Saxemberg, a mysterious and little-known island in the Atlantic located between Africa, South America, and Antarctica. Here, the investigators discover clues pointing to a Nazi incursion into Antarctica, and must face an abhorrent monster wrought by *Nachtwölfe*, beyond their ability to control or destroy.

Chapter Two: The Floating Kingdom takes place on *Jeremiah*, an experimental British pykrete aircraft carrier (made of wood pulp and ice) as it journeys to Antarctica. The investigators are assigned to an assault force assembled from any available Allied forces. As the investigators receive their briefing and ready themselves for the invasion, Nazi saboteurs strike, attempting to disable the carrier.

Book Two: The Cold Wastes

Chapter One: The Shores of Death chronicles the Antarctic invasion itself, with the investigators fighting alongside Allied troops in one of several approaches in the assault against Ritscher Station, a hidden Nazi coastal base controlled by Black Sun. The path the investigators choose

will affect the outcome of the larger assault, and investigators may need to take part in supporting the other avenues of the assault if things go awry. Inside the base, however, are horrors more diabolical than the Third Reich, and even if the raid is successful, the Allies soon learn that it is only a small part of the immense Mythos-related conspiracy spread across the icy continent.

Chapter Two: A Trail of Frost and Blood describes the investigators' pursuit of the Nazis across the icy landscape to *Luftflotte Antarktika*, an airbase controlled by *Nachtwölfe*, and Point 19, a Nazi submarine base established at the periphery of the ancient, icebound city of the elder things. Depending on the outcomes of prior chapters, the investigators may have several potential modes of travel, ranging from conventional overland passage with dog sleds, by plane if an airstrip has been secured, or even by submarine if the means of navigating the sunken tunnels was discovered in *Siege on Saxemberg*.

Chapter Three: Into the Depths details the infiltration of Point 19, where the investigators will encounter a terrifying new Mythos race and learn more about the nature of the Black Sun and their ultimate goal. Once Point 19 is secured, the investigators will be able to utilise the mysterious undersea tunnels made by the elder things to enter the subaquatic reaches of their city.

Book Three: The Mountains of Madness

Chapter One: The Nightmare Roads describes the passage through the tunnels, a tense and varied journey where little is straightforward and all manner of awfulness awaits. Inside the vast warren of ancient tunnels, the investigators must navigate their way to safety, with the risk of encountering Nazis or worse. At the end of this journey lies the city of the elder things.

Chapter Two: Black Ruins is the culmination of *Assault on the Mountains of Madness*, where the investigators explore the ruined city of the elder things to halt the Nazi forces. Here the investigators must locate the Nazis and bring an end to their fiendish scheme. This is not easy to do, given the scale of the city and the resources the Nazis have brought to bear. The secrets of the city are many, and each presents a great risk to sanity and mortality!

The finale determines the answers to all the questions thus far: Are the investigators and the Allies successful in stopping the combined threats of Black Sun and *Nachtwölfe*, or are they only partially successful? Are the elder things neutralised, or do they revive more of their numbers to continue their strange work? What of the shoggoths? How do they take to this incursion on the territory they have long claimed for their masters? Does *Nachtwölfe* recover enough knowledge from the elder thing technology that they are able to return to Germany and make a strategic difference in the Axis war effort? Do members of the

Black Sun escape and continue onward to the unnameable mountain, eventually awakening the unspeakable alien god slumbering within, bringing about an apocalypse of madness and ruin?

Book Four: Resources

Finally, **Chapter 1: Fighting Forces of the Antarctic Front** describes the makeup of the Allied forces represented in the Antarctic assault, and **Chapter 2: Creatures of Antarctica** contains descriptions of natural creatures, Mythos races, and other entities the Keeper may choose to introduce into the campaign.

Running This Campaign

Assault on the Mountains of Madness is a giant campaign filled with danger, incredible alien vistas, and threats to sanity and self beyond anything the investigators may yet have encountered. Before beginning, the Keeper is advised to familiarise himself with the materials contained in this introduction, as well as the resources in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, particularly the sections addressing the Cult of the Black Sun and *Nachtwölfe* (pp.77–110). The forces described in that chapter will be utilised throughout this campaign, so the Keeper may wish to print or copy those for easy reference.

Though this campaign emphasises military combat more than outright clue-finding, reckless behaviour or foolhardiness is a quick path to the grave. In addition to the combined might of two of the Third Reich's most deadly occult forces, the investigators must survive the rigors of Antarctica as well as several Mythos horrors.

The Keeper should prepare thoroughly before each chapter, using common sense to determine which forces could come into play and readying notes and/or guidelines as to what could conceivably happen. Unlike many investigations, a surprising amount of firepower and support is available to the investigators, which can potentially be difficult to handle.

A Note on Page References

Throughout this adventure we refer to pages in the *Call of Cthulhu, Sixth Edition* rulebook, *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and the *Keeper's Guide to the Secret War*. These are abbreviated, where necessary (such as in stat blocks), as "**CoC6**", "*Investigator's Guide*"/"*IG*", and "*Keeper's Guide*"/"*KG*", respectively.

Achtung! Cthulhu Skill Difficulties

Cth There will be certain situations in an **Achtung! Cthulhu** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. In such instances, the skill's percentile value is temporarily modified. If the challenge is easy, but there still exists the chance of a mishap, the skill's value is doubled. However, if the challenge is difficult, the skill's value is halved and rounded down. For example, an investigator with Spot Hidden 30% faced with an *Easy* Spot Hidden check would roll against an enhanced value of 60%, but against one of only 15% if facing a *Difficult* Spot Hidden roll. This modification can also be applied to Idea or Know rolls.

For more extraordinary situations, the Keeper may modify the investigator's skill further, dividing it by five and rounding down (to one-fifth the normal value). In this situation, the aforementioned investigator with Spot Hidden 30% will see it modified to 6%. These rolls are called *Extreme* and should be used sparingly by the Keeper.

The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Sav **Savage Worlds** already has modifiers built into its skill system but, to reinforce those rules, we will highlight some of the important bonuses and penalties here. An easy roll is +1, or +2 to the roll on top of whatever the character gets from Edges; a difficult roll is -1 or even -2, and an extreme roll is an eye-watering -4.

Cth Here are some tips to handle situations where forces may escalate beyond the player character investigators:

- Make "squad sheet" handouts out of NPC write-ups for any forces likely to get involved. In the case of investigator allies, the Keeper may even allow one or more players to run them as secondary characters en masse, or distribute one- or two-character sheets equally amongst the investigators for use as minions.
- Roll percentile and damage dice in advance of the game session, and note the values along the margin of the relevant nonplayer characters. These can be crossed off as they are used, and fresh rolls can be made when circumstances warrant, such as changing damage values, etc. It is not recommended to allow players to handle nonplayer characters with such pre-rolled dice results, however.

- If dice rolling is to be done as required, two tricks can be used to speed things up:
 - » The first method is to roll only the tens dice for percentile rolls, rolling the second die only if it is required. For example, if a nonplayer character has a skill of 47%, the Keeper can roll only the die designated as the tens. If the roll is 1, 2, 3, then the roll is successful. If the roll is 5, 6, 7, or 8, the roll fails. In this case, rolling the ones die is only needed on a roll of 0 (to determine if the roll is an impale or, in the case of a 0, a jam or fumble), a 4 (to determine if the skill is successful) or a 9 (to determine if it is a jam or fumble). Such rolls can be handled in a batch when multiple combatants are involved.
 - » The second method requires several sets of dice, but has the Keeper colour-coding foes ("This Nazi uses the blue dice, this one uses the green dice, this one the grey, etc.") and rolling dice quickly to assign them to the particular combatants.

Investigators can come from the breadth of Allied forces, representing the grand scope of the endeavour.

Sav **Savage Worlds** already handles large numbers of supporters via Allies. Consider preparing Ally Sheet handouts out of NPC write-ups for any forces likely to get involved on behalf of the investigators.

Tone and Setting

This is the Nazi's final attempt at clutching any shred of victory from their humiliating and utter defeat in Europe. Hitler's death hangs over their efforts, and many of the Nazis have embraced a fatalism born of desperation. *Nachtwölfe* see this as an attempt at a Hail Mary pass, a final last-ditch effort to return with a resounding show of alien-backed force, while Black Sun views it as their *Götterdämmerung*, the Twilight of the Gods, a final and cataclysmic event that will bring about a new dawn of terror and destruction, with themselves as the harbingers of that apocalypse. This mix of fear and despair, combined with the lifeless, stark environment, has the Nazis fighting with an almost-reckless savagery beyond anything encountered in the other theatres of the war thus far.

The Allied forces, by contrast, are exhausted and stretched thin. Though the collapse of the Axis powers in Europe has rallied them, the battle has been long and difficult, and they were not expecting such an expenditure of force so far from the theatre of war. The war in the Pacific continues to cost resources, and Allied troops are spread thin pacifying the unrest following the cease of Nazi aggression. Further still, few foot soldiers in the assault know of the true



New Skill: Knowledge (Science)

Investigators with a scientific bent can choose the Knowledge (Science) skill as one of their starting skills. Based on Smarts, like all Knowledge skills, Knowledge (Science) incorporates overall expertise in most fields of science such as geology, astronomy, physics, biology, chemistry, and many others (Keeper's discretion).

nature of the threat posed by the city of the elder things, and see this as a futile exercise in pursuing a thoroughly defeated enemy into environmentally hostile and unwanted territory. To the average Joe, if the Nazis want this inhospitable icy hellscape called Antarctica... they can have it!

The investigators are the forward party in this desperate pursuit across the most inhospitable place on the planet. The chaos of a land invasion is at their heels, and before them lies a secret Nazi base in a ruined, alien city, a place mostly abandoned before the age of dinosaurs. As advance scouts, the investigators can call on Allied forces for support, but the fate of all humankind stands firmly on their shoulders and theirs alone.

This is the final act of the war, then, its true stakes unknown to all but the investigators, the commanders, and a privileged few. The wasteland of Antarctica, with its great icy shelves, howling snowstorms, subzero temperatures, and vast mountain ranges, is the stage and backdrop. To survive, the investigators must battle the environment itself, as well as the entrenched Nazi forces, and the reward is almost-certain doom within a sprawling, alien ghost city at the end of the world.

Additionally, the bleak environment is a threat all its own, a pitiless and implacable foe every bit as deadly as the horrors of the Cthulhu Mythos. Evocative ambient music can be utilised to create that emptiness borne of vast scale, and even sound effects of glaciers cracking, and winds howling across the icy plains can add much to the mood while playing. It might be useful to watch a documentary or two about Antarctica beforehand (see Reference Materials on p.17) to pick up a good sense of the enormity and starkness of the environment.

The network of tunnels beneath Antarctica is a vast labyrinth, dark and mysterious, with horrors both human and otherworldly lurking at every turn. Navigating through these is unlike anything the investigators will likely have attempted, and death in the freezing depths is a constant peril.

Finally, the destination and setting of the finale, the city of the elder things, is vast, unsettling, totally alien, and of a scale and antiquity that defies human understanding. The line between building and machine is blurred, and the organization suggests thought processes inscrutable to our own. And in its midst is a hidden base full of Nazi soldiers, sorcerers, and scientists, all hell-bent on using the technology they have thus recovered and eager to unlock more ghastly secrets.

JOINING THE ASSAULT

Since *Assault on the Mountains of Madness* is the capstone campaign of the Secret War, investigators can come from nearly any Allied nation or branch of service, or use rules from any other *Achtung! Cthulhu* product. This campaign has been specifically devised to allow existing investigators to journey to Antarctica for the final showdown with *Nachtwölfe* and Black Sun—even from different Allied nations and theatres of the war. Soldiers in this conflict can literally come from anywhere in the Secret War, so the Keeper can and should feel free to allow any intriguing character concepts or options, but should also reserve the right to deny any that are implausible.

The multinational nature of Allied operations and the scattered, high-intensity conflicts of the Antarctic campaign are intended to give *Assault on the Mountains of Madness* stories a very “Dirty Dozen” feel—a ragtag band of elite veterans from the world over, coming together for the fight of their lives. The hostile conditions, unknown enemies, and overwhelming odds faced by the investigators allow them to transcend the usual boundaries of rank, culture, and language in the interest of mutual survival and victory.

For players creating investigators specifically for use in *Assault on the Mountains of Madness*, review the following lists of existing Occupations and Training Packages from other *Achtung! Cthulhu* books, along with how they might best represent soldiers of the Antarctic front. **The Shores of Death** presents additional optional skills relating to cold-weather survival, and an Antarctic Skills Package that may prove invaluable. Military investigators with this skill package would likely have been aggressively sought out for this mission. See p.105 for more information.

Occupations

The following investigator occupations are recommended for use on this assault. While others may be utilized, should players' desire and the Keeper permits, these represent the best and most suitable occupations for those who would be present for the incursion.

CIVILIAN OCCUPATIONS

- **Antiquarian** (*Call of Cthulhu, Sixth Edition*, p.42 **Cth** / IG, p.99 **Sav**): A few civilian advisors have been attached to the American and British forces headed south to gather intelligence and provide expertise on the elder thing city.
- **Boffin** (IG, p.61 **Cth** / IG, p.100 **Sav**): Typically, these experts are biologists or engineers seconded to a military unit to decipher captured German artefacts or identify creatures.
- **Parapsychologist** (*Call of Cthulhu, Sixth Edition*, p.42 **Cth** / IG, p.103 **Sav**): Both Majestic and Section M keep a number of experts in psychic phenomenon on retainer, and have deployed a handful to the front to search for signs of paranormal and psychic activity.
- **Spiritualist** (IG, p.61 **Cth** / IG, p.105 **Sav**): The Soviet and U.S. governments sometimes bring in “occult consultants” to advise on esoteric matters, particularly in areas with heavy Black Sun activity.

INTELLIGENCE & ESPIONAGE OCCUPATIONS

- **Osobist SMERSH** (*Achtung! Cthulhu: Guide to the Eastern Front*, p.41): SMERSH operatives are embedded amongst all Soviet fighting units, constantly on the lookout for Allied spies and German artefacts.
- **OSS/SOE Operative** (IG, p.66 **Cth** / IG, p.101 **Sav**): In addition to OSS, Majestic, and SOE operatives deployed from Europe, this occupation also represents the AIB field agents quite well.

MILITARY OCCUPATIONS

- **Aircrew** (IG, p.73 **Cth** / IG, p.98 **Sav**): Aircraft are the most effective and important mode of transport in Antarctica, and aircrew (particularly navigators) are essential personnel.
- **Engineer** (IG, p.77 **Cth** / IG, p.101 **Sav**): Great Britain and the United States have both employed combat engineers to recover and destroy German facilities throughout the theatre.
- **Infantryman** (IG, p.75 **Cth** / IG, p.102 **Sav**): Whilst most infantry in the campaign tend to be commandos or drawn from Special Forces, the Antarctic contingents of New Zealand and the Soviet Union are based heavily on riflemen, most of whom have received Winter & Mountain Warfare Training (see the IG, p.85).
- **Intelligence Officer** (IG, p.78 **Cth** / IG, p.101 **Sav**): Intelligence officers are the lynchpins of the joint task forces, acting as translators, advisors, and interrogators to their commanders. Soviet units have a far greater proportion of undercover SMERSH intelligence officers embedded in their infantry units in order to gather intelligence on other Allied powers and secretly capture any artefacts they discover (see Allied Forces? on p.357).

- **Kinolog** (*Achtung! Cthulhu: Guide to the Eastern Front*, p.39): Any fast-moving assault in arctic conditions will inevitably require dogs, and the Soviet Kinolog forces are invaluable in this respect.
- **Medic** (IG, p.78 **Cth** / IG, p.102 **Sav**): With manpower in Antarctica drawn thin, Allied forces rely heavily on medics to keep their men in fighting shape.
- **Maōri** (*Achtung! Cthulhu: Guide to North Africa*, p.41): These battle-hardened and highly decorated veterans of New Zealand’s Maōri Battalion are amongst the most experienced soldiers in the front.
- **Pilot** (IG, p.73 **Cth** / IG, p.104 **Sav**): Like aircrew, pilots can (and often, do) get involved in conflicts on the ice.
- **Sailor** (IG, p.76 **Cth** / IG, p.103 **Sav**): Naval forces are the backbone of the Allied presence in Antarctica, and many sailors are pressed into service as naval infantry for raids and rearguard actions.
- **Sniper** (IG, p.75 **Cth** / IG, p.104 **Sav**): Many of the Soviets’ most decorated and elite soldiers are sniper veterans of the brutal fighting in Stalingrad and Operation Bagration.
- **Tanker** (IG, p.76 **Cth** / IG, p.105 **Sav**): Only Soviet forces include tankers, thanks to Stalin’s efforts to outfit and move tanks for fighting on the ice.
- **U.S. Marine** (*Achtung! Cthulhu: Guide to the Pacific Front*, p.46): Thanks to their brutal experiences fighting in the Pacific campaign, the Marines form the first to fight backbone of the United States’ forces in Antarctica.

ELITE MILITARY OCCUPATIONS

- **Commando** (IG, p.82 **Cth** / IG, p.99 **Sav**): This occupation is best used to represent the AIB’s Z Special Unit, the Australian 5th Independent Company, and any other Commonwealth special forces in the theatre.
- **First Special Service Force** (IG, p.83 **Cth** / IG, p.99 **Sav**): With extensive experience in mountain warfare, airborne operations, and commando raids, the “Black Devils” are the most renowned U.S. soldiers in Antarctica.
- **Paratrooper** (IG, p.81 **Cth** / IG, p.103 **Sav**): The fastest, easiest, and most dangerous way to bring soldiers to the fight is through airborne operations. The skill, experience, and self-reliance of the men of the British 1st Airborne “The Red Devils,” and the Soviet 98th Guards Airborne Regiment prove to be of critical importance to the Allied effort.
- **RAF Special Duties Pilot/Air Crew** (IG, p.83 **Cth** / IG, p.104 **Sav**): This occupation is a good fit for investigators assigned to the AIB’s M Special Unit or No. 200 Flight RAAF.
- **US Airborne** (IG, p.81 **Cth** / IG, p.103 **Sav**): The 11th Airborne Division provides vital airdrop capability to supplement the United States Marine and naval operations.

GETTING TO THE FRONT

By 1945, the Allied noose has tightened around the Axis' neck: the Allies have pushed the German army back from Africa, across the Mediterranean and Italy to their borders; the United States is slowly grinding down Japanese resistance one Pacific island at a time; and the Russians have driven German forces on the Eastern Front into a full-blown rout. Though the Soviets are preparing for a full-scale assault on Japanese-occupied Manchuria to coincide with the imminent American attack on the Japanese homeland, the public war is, for the most part winding down, even as the Secret War is heating up.

The apparent “ending” of the war at large puts the Allies in a difficult position—the Nazi activities in the Antarctic must be stopped, but the public has little appetite for the opening of a yet another front after six years of conflict. Consequently, Allied forces heading south must be small enough to move covertly, by unconventional methods, without damaging the larger offensives in Europe and the Pacific.

The following are just a few ideas on how to get investigators to Antarctica from the three central theatres of the war. The Keeper should use one or more of them as jumping-off points for the campaign or as examples of how best to introduce investigators into the events that will follow.

Project Habakkuk
(South America)

One of the more unusual ideas of World War Two was Project Habakkuk—the construction of lighter-than-water airstrips to extend the range of Allied bombers in the Atlantic. The material for these airstrips was to be *pykrete*, a mixture of wood pulp and ice that was both stronger and slower melting than the icebergs which inspired it. While the idea was seen as intriguing, practical issues with melt and plastic flow of the ice proved problematic and ultimately the project was scrapped.

However, the extreme long ranges required of aircraft to strike at targets in the Antarctic, and the colder waters surrounding it, has again made Project Habakkuk a viable solution. Construction of the first floating airstrip, code-named *Jeremiah*, began off the coast of the Falkland Islands near Argentina. *Jeremiah* looks like a massive brown island, woven through with steel buildings and dotted with hangars, barracks, and other facilities. Once complete, *Jeremiah* will move under its own power to the western shores of Antarctica to function as a forward base for soldiers fighting on the ice.

The Floating Kingdom, p.33, assumes that this project is viable: the default method of transit to Antarctica is the recently-completed *Jeremiah*, the planned jumping-off point for the assault.



Training Packages



Some Training Packages that may be useful to the investigators are:

- **Commando Training** (IG, p.85): A generalist package that can be applied to nearly any occupation to model an elite or veteran status.
- **Parachute Training** (IG, p.85): Men and women fighting inland are only deployed via airdrop.
- **US Marine Raider Training** (*Achtung! Cthulhu: Guide to the Pacific Front*, p.47): Marine raiders use their skills at destruction to launch devastating raids on *Nachtwölfe* submarine bases and coastal facilities.
- **Winter & Mountain Warfare Training** (IG, p.85): An essential set of skills for any soldier on the ice.

Lastly, the Antarctic Skills Package is described on p.105. Included are new skills of Cold-Weather Vehicle Maintenance, Dogsled Handling, and Snowshoe **Cth** and **Sav** and new Edges **Sav**. As noted above, military-based investigators with this skills package stand a strong chance of being recruited for the Antarctic assault.

Trieste Submarine Base (Italy)

The seaport town of Trieste, located in the northeast-ern-most corner of Italy on the Adriatic Sea, is home to one of the *Kriegsmarine's* greatest projects: a mega submarine codenamed *Pottwal*. Built following the German occupation of the city following the Italian armistice, much of old Trieste's commercial shipping port was walled up to make a secure site for a massive submarine hanger and construction facility, away from the Allied advance. The intent of *Pottwal* was to create a vehicle capable of surreptitiously landing two-to-three platoons of men, along with halftracks and armour support, allowing *blitzkrieg*-styled attacks behind enemy lines, against island nations, or even the Americas.

By the time of the Antarctic conflict, attacks by Italian and Yugoslav partisans and Allied bombardments have crippled *Pottwal's* facilities, and the base has been abandoned. The Germans scuttled the *Pottwal* prior to their escape, but in their haste, failed to fully disable the massive submarine. Given enough time, Allied forces should be able to repair and refit the vessel for travel to the Antarctic front.

The Keeper can use the *Pottwal* as a simple and direct way to send the investigators directly south, simply by having the base previously abandoned and the vessel ready

Backs to the wall, the Nazis will fight with incredible tenacity, viewing this as their last chance at survival.

to head out when they arrive. Alternatively, an assault on the base to liberate the *Pottwal* could be an optional first adventure for the team, as they attempt to capture the submarine before the Nazis sink it and delay the Allies' travel south by months.

Wewelsburg Castle (Germany)

The castle in the village of Wewelsburg, located deep in the North Rhine region, is the location of Himmler's SS School, and the central base of operations for Black Sun in Europe (see the KG, p.82). This citadel has had an established gate to Wewelsburg II in the Valley of the Black Sun since 1938; with the expansion into Antarctica, this gate been expanded to also allow travel to Ritscher Station (see p.118, allowing Weissler and other senior Black Sun leadership to oversee the base's construction.

Travelling via the Wewelsburg Castle gate may be the fastest way to get to the Antarctic front, but it is also the most dangerous. The citadel is fiercely defended physically and mystically by fanatical *Waffen SS*, *die Toten*, and *Einsatzgruppen*; those using the gate must use *totenkopfringe*

(KG, p.83) in order to move through the gate without serious side effects; and those that overcome these barriers will still appear in the midst of a fully-operational and well-guarded Black Sun facility! Investigators hoping to navigate these dangers safely are best served by moving through in very small groups, likely five or less, in order to avoid detection and capture.

Port Pegasus (South Pacific)

Thanks to its far southerly location, New Zealand has long served as a departure point for expeditions to the South Pole, as well as a vital rally and resupply point for the Allies throughout the war. With the discovery of Nazi forces at work in Antarctica, the island nation has gladly offered one of its biggest islands for use as a training ground and staging area for the fight to come.

Port Pegasus is the site of an old whaling base and tin mine, located on the southern half of Stewart Island, the third-largest island in New Zealand. The port is the last outpost of humanity for thousands of miles, a large harbour with narrow bays packed with troop transports sheltering from the Antarctic winds. The port has been officially designated to the control of Pacific Command, so the only souls here are fur seals, marines, and sailors from the United States, Great Britain, or the Commonwealth. Most men sent to Port Pegasus spend four-to-eight weeks here, acclimating and training with cold-water amphibious landings, overland marches on the windswept moors, and winter warfare courses.

Port Pegasus is the primary staging area for investigators to join the assault from the Pacific Front. The requisite training period on Stewart Island presents a golden opportunity for the investigators to pick up the Winter & Mountain Warfare Training Package, or to meet up with any non-Soviet characters prior to shipping out. Investigators departing from Port Pegasus will generally begin play in the Ross Sea, near the Ross Island or Little America III Antarctic research bases.

Project Goliath (Eastern Asia)

Unknown to the Nazis (or the rest of the Allies, for that matter), the Soviets have also been developing a mega submarine project, based on partial intelligence of the German *Pottwal* project captured by Communist partisans in Slovenia. Codenamed *Goliath* (Goliath), these massive troop-transport subs are in effect underwater aircraft carriers, intended to carry up to two brigades (2,500 men), alongside light tanks, support aircraft, and landing craft as part of an invasion of the northern Japanese islands. But with the Empire of Japan nearing the breaking point and the glimmer of Mythos knowledge on the southern horizon, Stalin's

advisors tweaked the project's intent into long-distance troop deployments.

Much like Project Habakkuk, Project Goliath allows the Keeper to insert Soviet investigators directly into the Antarctic conflict without pretence. However, like many other Soviet technologies, the Goliath mega submarines are uncomfortable, but ruthlessly efficient machines of war. A trip south takes between two-to-three weeks in barely-hospitable conditions. Infantrymen crammed into their bowels dangle like fruit from swinging cots, suspended dozens of feet above cold-weather outfitted light tanks. The smell of sweat, oil, and diesel fumes hang thick in the air, vented only during a twice-weekly trip to the surface. Unlike so many other fighters in the front, Soviet soldiers have not experienced Antarctic weather until they are disgorged from the gullet of their Goliath, with only a wool greatcoat and a rifle to protect them.

Introducing New Investigators

Assault on the Mountains of Madness is an intense, dangerous campaign with many opportunities for investigators to meet their end through death or madness. Due to the relative isolation of the Antarctic setting, avenues for introducing new investigators are narrower, but still exist. However, the investigators are at the spearhead of a massive multinational invasion force based on the pykrete carrier. If an investigator meets his death while on the mission, a replacement may be inserted into the team from any of the backup forces described in this campaign, perhaps even brought in from one of the means described in *Scaling Encounters* on p.132.

If all else fails and the Keeper is unable to devise a plausible means of introducing a new investigator, the investigator team may simply come across a solitary soldier, cut off from his squad, a sole survivor ready-and-willing to take part in some red hot revenge. As noted above, **Fighting Forces of the Antarctic Front** (p.351) is an invaluable resource for ready-made investigators of a soldierly bent.

"Appears to indicate, as I suspected, that earth has seen whole cycle or cycles of organic life before known one that begins with Archæozoic cells."

- Prof. Lake,
"At the Mountains of Madness"

BACKGROUND INFORMATION

Barely inhabited for millennia, the vast icy waste of Antarctica is now a strategic hot-point in the occult war between the Allies and the Axis powers. Following are the significant Cthulhu Mythos-related events transpiring prior to this epic campaign.

The Pabodie Expedition, 1930-1931

In the first half of the 20th century, much is unknown about Antarctica, as the intense conditions make exploration difficult, even dangerous. In 1930, a much-publicised scientific expedition backed by Miskatonic University ventures to Antarctica. Its goals are new fossil evidence and to expand knowledge of the icebound continent, and by extension, knowledge of the Earth's own geologic history. The nominal leaders of the expedition are Professors Pabodie, Dyer, and Lake, all from Miskatonic.

An initial astonishing find of fossil evidence leads to a change of plans, with the expedition splitting in two, one forward group led by Lake, the base camp held by Dyer. After encountering an immense, unusually-shaped mountain range that dwarfed the Himalayas, Lake's group discovers a cavern containing an astonishing array of bones, and a group of fourteen carcasses — not fossils, but ice-preserved specimens. Six of the remains are in a damaged state, while eight are intact and pristine. Lake conducts a rudimentary autopsy and reports the results back to Dyer's group, the details stretching credulity to its limit, as the creatures' biology defies human understanding, their existence an affront to established scientific knowledge. Lake posits that the mysterious carcasses are elder things, creatures described in the monstrous, blasphemous tome called the *Necronomicon*.

Contact with Lake's group is lost. The rescue party discovers the forward group's camp in ruins, and worse. All but one of the men have been butchered horribly, the dogs similarly dispatched. The missing scientist, Gedney, is blamed, the assumption that he has gone mad and murderous. The party finds that six star-shaped burial mounds have been created in the snow to house the remains of the six damaged carcasses of the strange beings, and the remaining eight specimens are missing.

After burying the dead and sealing off the cave and the wrecked campsite, Dyer orders the rest of the expedition to make ready for a retreat. He and a graduate student named Danforth make a reconnaissance flight to examine the mountain range Lake had earlier reported. They discover that behind the mountain range is an ancient, massive alien city, older than any vestige of recorded knowledge, preserved for eternity in the ice.

Landing, Dyer and Danforth find a sort of museum full of murals left by the elder things, the city's likely inhabitants.

The murals depict the creation of the elder thing city—aided by a servitor race called *shoggoths*—atop a vast subterranean abyss. They chronicle the elder things' early biological experimentation, including the genesis of humanity. Further murals portray the terrible conflicts between the elder things and other alien races such as the star-spawn of Cthulhu, and the mi-go, all the while giving evidence to the growing autonomy of the shoggoths, eventually to the point where the abominable creatures become independent. Dyer and Danforth notice that the style and quality of the murals degenerates, pointing at a similar regression of the elder things as a race. The murals eventually portray their migration out of the Antarctic city to another dwelling beneath the sea.

Prominent throughout these murals, however, is the assertion that the largest mountain in Antarctica, not far from the abandoned city, is home to some primeval, unimaginably powerful being, almost akin to a god, feared by the elder things.

Searching further, Dyer and Danforth find the sled belonging to the missing man, Gedney, his corpse clinging to the dead sled dog for warmth or comfort. Sounds alert the two men that they are not alone in the icebound, ruined city, and that the intact elder things from Lake's camp were not dead at all! Instead, the aliens had hibernated for tens of thousands of years, and had been awakened by Lake's efforts. The intact elder things had committed the atrocities, then buried their damaged kin and returned to their city. Exploring further, Dyer and Danforth arrive at a giant passage, leading to the vast subterranean sea depicted in the murals. Entering, they find evidence of a recent fight, with the once-living elder things savagely butchered as fiercely as were the humans of Lake's party. In the cold darkness, Dyer and Danforth discover giant mutant penguins, blind and placid, apparent livestock for an unknown predator.

Stumbling around in the dark, seeking a way out, Dyer and Danforth encounter a bubbling black abhorrent fluidic mass full of eyes and covered in tendrils... a living shoggoth! They barely escape it, and flee back to their aeroplane. As they lift off, Danforth looks back at the city and the immense, dreadful mountain. He sees something so horrifying that his sanity is shattered, though he will take the secret of that vision to his grave.

Once reunited, Dyer, Danforth, and the rest of the expedition depart Antarctica as rapidly as possible, and the truth of what happened to Lake's group is suppressed. Dyer is haunted by the strange trilling cry of the monstrous, mutated penguins.

The Starkweather-Moore Expedition, 1933

Despite Dyer's adamant warnings, in 1933 the Starkweather-Moore expedition follows in the footsteps of the earlier expedition, seeking to uncover the previous group's fate and, as prior, to further scientific research. Unlike the prior Miskatonic-backed expedition, this one has competition in the form of two rival expeditions: the Lexington

expedition, a well-funded group led by an American industrialist, and the Barsmeier-Falken expedition, sent by the German government.

Despite scandal, death, arson, sabotage, and storms, the Starkweather-Moore group arrives in Antarctica and sets up in the Dyer-Lake expedition's original base camp. An explosion at the Lexington expedition's camp causes initial conflict, but the expeditions quickly join forces and press onward, sending a forward group led by Starkweather to the site of Lake's camp. They discover a buried elder thing and dissect it, and rediscover the cave Lake spoke of in his transmissions back to Dyer's camp.

The German Barsmeier-Falken expedition arrives at Lake's camp and begins its own expedition, aided by a copy of Professor Dyer's own, unexpurgated testimony from his expedition. The leader of the Lexington expedition cuts a deal with the Germans to collaborate, instead of the prior arrangement with Starkweather and Moore. The Lexington and Starkweather-Moore groups send planes over the mountain range to the ruined city of the elder things. The Starkweather planes land, but there is no sign of the Lexington expedition's plane.

The expedition makes camp in the ruins, but is quickly beset by resistance from the city's original inhabitants: the elder things, who capture members of the expedition, including Starkweather himself. The search party meets up with the Lexington expedition's plane and enter a strange tower, a monumental edifice obviously built by the elder things. As with Dyer and Danforth, the expedition learns of the fate of the elder thing society through more of the unusual murals, and learns a terrifying secret therein, with devastating consequences.

The survivors emerge and discover that two of the madened Germans have stolen one of the planes, and are racing back to the camp and civilization. Fearing the consequences if the world were to learn what lies beneath the Antarctic ice, they race after the Germans to stop them by any means necessary. They return to the site of Lake's camp and find that it is in ruins, due to events back at the tower. They pursue the Germans back to a temporary camp and confront them, though all are quickly snowed in by a sudden blizzard.

A rescue party from the Barsmeier-Falken expedition's base camp arrives, and soon after, the surviving members of Starkweather's party must return to rescue those left behind: among them Lexington and Moore. A savage attack by the elder things comes at this unfortunate time, culminating in a deadly battle. The Barsmeier-Falken team sends another relief plane to Lake's camp and all survivors ready their departure from Antarctica.

Though there is a brief scare when a strange life form runs amok on the return voyage, the expedition arrives back in New York, nearly four months after it departed. Though the world is curious about what the expedition found, the survivors are sworn to secrecy, their testimonies suppressed or ignored as madness.

The German government, however, begins their own investigation into the fate of the Barsmeier-Falken expedition, but political turmoil puts any immediate action on hold.

The Neuschwabenland Expedition, 1939

In January 1939, a small German expedition performs a survey of a coastal region of Antarctica's Queen Maud Land, naming it *Neuschwabenland* ("New Swabia") after their ship, the *MS Schwabenland*. This is the third German expedition to Antarctica, its public goal securing a potential port for the lucrative whaling industry, vital to the war effort as well as German commerce. Prior expeditions were conducted in 1902–3 and 1911–12: the latter an unsuccessful attempt at crossing the icy continent.

Under the guidance of Kriegsmarine Captain Alfred Ritscher, this third expedition is highly successful: surveying much of the region by air, marking flight paths for future return expeditions, taking thousands of colour photographs, and mapping the terrain to a degree that has never been

Though certainly of great interest, the Starkweather-Moore Expedition has no direct influence on events of this campaign.

accomplished prior. Though the expedition's purpose is primarily commercial, the strategic importance of securing the region is an obvious, driving concern.

While surveying, the expedition's members find the remains of the disastrous Pabodie expedition, which leads to the discovery of an elder thing-constructed tower, surrounded by several mysterious, sizable blue crystals. Unbeknownst to much of the expedition, this discovery was not by chance, and happened in the reverse: Ritscher's planes were equipped with apparatuses to detect the emanations from the blue crystals, and many key members of the expedition were *Nachtwölfe* loyalists. Discovery of the elder thing tower was a by-product of detecting the crystals. Unlike crystal deposits found elsewhere in the world, these are near the surface and, climate aside, will be relatively easy to mine.

Clues within the tower point at the existence of a larger settlement nearby, the city of the elder things explored by the earlier expeditions. Exploration of the tower is cursory, but evidence points to vast power the Black Sun can potentially exploit. Lacking resources to explore further, Ritscher's expedition returns to Germany, using reconnaissance flights to drop thousands of aluminium rods marked with swastikas across the countryside, marking concentrations of the blue crystal deposits: preparation towards a return visit.

The Nazi Push into Antarctica, 1939-present

After reports of Ritscher's discovery reach the ears of the Nazi party, those who recognised what it meant were quick to act. Principles amongst these were Reinhardt Weissler, Exarch of the Black Sun, and Mina Wolfe, commander of *Nachtwölfe*. They are each quick to act, their efforts in concert despite their rivalry. Firstly, a hidden submarine base on Saxenberg Island called Hoffman Station is re-enforced, greatly expanding its ability to serve as a waypoint on a shipping route to Antarctica for Nazi vessels.

Once a relatively undetectable passage to and from Antarctica has been established, further U-boat missions land with impunity and begin to act on behalf of Black Sun and *Nachtwölfe*. Ritscher's mysterious tower is excavated and explored fully, thoroughly catalogued and documented, and the blue crystals nearby, harvested. From here, the course is set. Weissler and his Black Sun acolytes recognise in the tower the extant path to their goal of releasing the trapped God in the Mountain—believing it to be an avatar of their patron deity, Yog-Sothoth, the Black Sun—bringing about a new age of madness and destruction. More pragmatically, Wolfe and her *Nachtwölfe* see the city of the elder things as an unusually accessible and vast supply of the blue crystals that are at the centre of their power.

In relative short order, massive transport submarines begin ferrying men and materials through Hoffman Station to Antarctica, acting in complete secrecy, even to many within the Third Reich. This activity is one of the most closely-guarded secrets of the later phases of the war, and the results galvanise the two occult organizations, spurring them to greater activity focused on the elder thing city and the opportunities it presents. Once settled in, the scope of both groups' operations increases dramatically. Weissler elects a trusted devotee—Armin Thaler, a Black Sun Master—to serve as the *Kommandant* of Ritscher Station, and represent Black Sun's efforts in Antarctica.

Under Thaler's supervision, Black Sun begins to experiment with opening dimensional gates, hoping to link the Antarctic base easily with their strongholds in mainland Europe, but soon discover that localised geomagnetic effects are increasingly problematic, causing the gates to behave erratically and imprecisely, sometimes to horrible effect. (Unbeknownst to them, this is due to interference from the Great White Space of the elder things). Despite these setbacks, Black Sun's sorcerers are able to stabilize a gate, guaranteeing ready passage between Ritscher Station (see p.80) and Wewelsburg Castle (their stronghold in the Rhine region, described in KG, p.82). Despite the dangers posed, it remains a tactical advantage. *Nachtwölfe*, on the other hand, focuses on intense mining efforts to recover the nearby and most accessible blue crystal deposits. Their other endeavours are primarily tactical, creating a hidden *Luftflotte* airbase (see p.23) to protect the continent from any airborne assaults, and readying many experimental

war machines to defend against ground-based incursion. Mina Wolfe installs Oberst Hannah Wernicke as the airbase's administrator, and soon Wernicke begins to lock horns with Thaler, almost a mirror of the dynamic between Weissler and Wolfe.

With the ancient tower secured and quantified, exploration of the elder thing city becomes the priority. Black Sun builds Point 19 (see p.41) as their forward base for submarine transports, allowing for greater exploration of the city itself. They navigate the elder thing's tunnels beneath Antarctica and establish an advance base close to the elder thing city (see **The Nightmare Roads**, pp.197–236, for more information on the elder thing tunnels, and **A Trail of Frost and Blood**, pp.167–177, for a description of the advance base).

While doing so, Black Sun inadvertently revive several of the mummified elder things, much to the same effect as their prior awakening. The elder things immediately recognize that Black Sun is more-than-willing to awaken the deity slumbering within the vast mountain nearby, and so they strike out at the Nazis as a preventative measure. These elder things, scientists by nature, revive others of their kind—a group of their forebears, atavistic elder things held in stasis for millions of years—and marshal their forces, utilizing some of their still-powerful technology to attempt to pre-emptively stop the feckless human infestation before the world is destroyed.

Unfortunately, Black Sun's incredible techno-occult power is able to keep the elder things at bay for the time being, and the result is a stalemate, however one that allows both Black Sun and *Nachtwölfe* the opportunity to bolster their forces and settle in to their new base within the elder thing's city. During the ongoing clashes with the elder things, Black Sun continues to explore the alien city. They determine the nature of some of the larger towers: that they were automated sentinels set to watch and monitor the progress of their human creations as they spread across the globe.

More important to their interests, Black Sun's own scientists discover that the city itself contains vast and powerful engines, capable of generating a psychic shockwave of sufficient power to kill millions, the resulting death toll providing enough magical energy to free the slumbering, trapped entity within the mountain, ushering in that which is the Key and the Gate: Yog-Sothoth in his guise as the God in the Mountain. This powerful opening will allow the Outer God to manifest fully upon Earth, ushering in a shining dawn of chaos and madness worldwide. What Black Sun have not realised is that these immense generators running throughout the elder thing city are responsible for the wards that keep the distant God in the Mountain trapped within the peak, held in eternal stasis. Diverting power into their psychic scream would interrupt this power supply enough to awaken it, to a more calamitous effect.

Now the ancient ice-bound city is a battleground much like Stalingrad, where a small and beleaguered force stands

against the Nazi incursion, fighting a guerrilla war using whatever tools they have necessary. In this case, though, the defenders are the alien elder things, as inscrutable as they are indifferent to humanity.

TIMELINE OF EVENTS

Following is a chronology incorporating all relevant events, for the Keeper's use, spanning from great antiquity to the potential end of the activities chronicled in this campaign. This summarises material from ***Call of Cthulhu, Sixth Edition*** (pp.109–111) and from *The Cthulhu Mythos Encyclopedia*.

1 Billion Years B.P. (Before Present): The elder things arrive on Earth, having drifted through space for millions of years, likely coming from Neptune or Uranus, bridging some of the gap through the extradimensional Great White Space. They land in (what is now known as) the Antarctic Ocean, build a colony there, and embark on unimaginable scientific exploration and innovation. They begin to chronicle their culture upon its walls via their curious writing system. The elder things discover traces of the primal god Ubbo-Sathla, slumbering in a cavern far beneath the Earth's surface, and put its fleshy matter to use. With that genetic material, the elder things create a primal shoggoth mass, from which they engineer all forms of life on the planet more complex than bacteria or algae. Their greatest creation is the shoggoths... perfect servitors. Though they claimed mastery over the planet, they were nonetheless afraid of a vast source of power, some ancient alien entity slumbering—or trapped—deep beneath the earth near their initial colony. They monitor and study this God in the Mountain, fearing its awakening.

450 Million B.P.: The elder things continue to create new forms of life, spreading their creations far and wide across the landmasses and within the depths of the sea. The elder things establish great colonies across the globe and seed the entire world with varied life forms. They set in motion the process of evolution, allowing their initial creations to eventually become, through the process of selection, vertebrates, and then eventually to pave the way for other, more advanced, life forms.

350 Million B.P.: The Earth's two supercontinents collide, reshaping the globe's landmasses forever, forming the combined supercontinent of Pangaea. Cthulhu and his star-spawn arrive on Earth and lay claim to a portion of Earth inhabited by the elder things. War ensues, but eventually a truce is reached, the elder things ceding the islands later known as Mu (a region including R'lyeh).

250 Million B.P.: Having developed intelligence and free will, the shoggoths revolt against the elder things in a cataclysmic conflict that nearly destroys both races. The elder things win the battle by calling down a titanic meteor on the site of their original colony, overrun with shoggoths. This exterminates most of the rebel shoggoths, and

eventually leads to the Permian-Triassic Extinction. The desperate solution disrupts their society and starts it on a long slide into cultural degradation, intellectual stagnation, and even physical degeneration. The council of elder things responsible for the meteor removes themselves to the Great White Space, and remain in stasis there for millions of years.

190 Million B.P.: Pangaea begins a slow fragmentation into smaller continents, and the region that will later become known as Antarctica begins to move southward.

160 Million B.P.: The fungi from Yuggoth — the mi-go — arrive on Earth in what will be the Appalachian region, and begin aggressively colonizing. The mi-go go to war with the elder things, and eventually drive them southward, with the elder things abandoning all of their colonies in the northern hemisphere.

70 Million B.P.: Another mega-comet strikes the Earth and causes massive ecological damage, leading to incredible climate change. This begins the Cretaceous-Paleogene Extinction event, eliminating almost 75% of life on Earth. Associated geologic transformation and continental drift continues, placing Antarctica in its current location. The elder things continue to withdraw from their surface colonies, and their numbers dwindle to a fraction of their former strength. Only a few major elder thing colonies remain, and many are abandoned.

50 Million B.P.: A cataclysmic earthquake reshapes all of Antarctica, destroying the elder things' city and raising the Mountains of Madness. The elder things erect a new city in these mountains, their last new colony on the Earth, and many of the elder things left on Earth return to this last great bastion. The deep cavern that housed the unknown entity near their city rises, and becomes a great mountain, the largest in Antarctica. Worried that the geologic upheaval may wake the God in the Mountain, the elder things begin to monitor it carefully, wary of rousing it. Unbeknownst to them, the entity's presence begins to taint them, causing a deep lassitude and despair that will eventually doom their race.

1 Million B.P.: This marks the beginning of the great ice age that envelops much of the Earth, plunging the Antarctic into an icy clime. Though the elder things are more-than-able to adapt to extreme cold (such as in the depths of space), few of their experiments can thrive in such temperatures. Thus, the elder things create a system to artificially heat their city, and continue to dwell there. Their culture continues to decline, due to the baleful emanations from the trapped God in the Mountain. Elsewhere, the earliest vestiges of human civilization begin to form in the distant lands of Hyperborea and Lomar, though the elder things are only vaguely aware of these new denizens of Earth, the biological descendants of their early experiments.

750,000 B.P.: Perhaps as a species-wide self-defence reflex, the elder things abandon their city in Antarctica and move to a newly rebuilt city deep in a sunless sea beneath Antarctica, far and away from the influence of the

slumbering god. They lose all interest in the surface world. Some elder things are too far-gone, however, and opt for hibernation, buried in the ice, to awaken when climes have changed, or to never awaken at all. The few remaining survivor shoggoths are abandoned to their own fate, prowling the ruins within the Mountains of Madness before eventually succumbing to the cold, going dormant or becoming encased in ice.

Early 600s B.C.: Early Greek philosophers speculate about the existence of a round Earth, complete with north and south poles.

150 B.C.: Ptolemy's *Geographica* identifies a continent south of Australia, titled *Terra Australis Incognita* ("The Unknown Land of the South").

1700s through 1900s A.D.: Early sightings of Antarctica and tentative exploration of nearby islands and coastline. Many nations lay claim to Antarctica or some portion thereof, though actual exploration of the continent occurs later in the 20th century.

1912 A.D.: Roald Amundsen and Robert Scott are among the first men to visit the South Pole, after arduous treks via dogsled. Amundsen's group is the first, and Scott and his men die on their return voyage.

1929 A.D.: Richard Byrd becomes the first man to see the South Pole, flying over it in an aeroplane, on the first of five expeditions he will make to Antarctica. Byrd is soon after promoted to Rear Admiral in the United States Navy.

1930–1931 A.D.: The Pabodie Expedition explores Antarctica, delving into the ruins of the elder thing city atop the "Mountains of Madness." They find and awaken some dormant elder things and are subsequently killed by them. A shoggoth discovers the elder things and kills them. The survivors of the expedition urge no further exploration of the south polar mountains. See p.12 for details.

1933 A.D.: Despite strident warnings, the Starkweather-Moore expedition follows the path of the Pabodie Expedition. Two rival expeditions attempt to beat them to the Mountains of Madness and the city within. Setbacks and betrayal hinder all efforts at exploration, though they discover the presence of the terrible God in the Mountain. The surviving members of two of the expeditions leave Antarctica in great haste. See p.13 for details.

1933–1935 A.D.: Byrd returns to the Antarctic on his second expedition. In 1934, he spends five months alone manning a meteorological station and goes mad for a time. The official story is that it is due to carbon monoxide poisoning from a leaky stove.

1938 A.D.: On a subsequent visit to Germany, Byrd is invited to be a part of the *Neuschwabenland* expedition. He declines.

1939 A.D.: The *Neuschwabenland* Expedition claims a portion of Antarctica for Germany, and discovers the ruins of the Pabodie Expedition and the elder thing tower and city. They find pieces of their treasured *Blauer Kristall* — blue crystal — throughout the region. They mark the territory with

metal swastikas and make plans to return. The Nazi command orders the creation of a base from which *Nachtwölfe* can harvest the crystals, and where Black Sun can explore the elder thing ruins in search of new technology and power. The rival Nazi occult groups expand into Antarctica, awakening dormant elder things and discovering that the city holds unimaginable, untapped power. Black Sun discovers the God in the Mountain, and begins the process of freeing it. Fearing this, the elder things emerge from hiding and strike at the interlopers. Soon, an open war erupts between the elder things and Black Sun.

March 1945 A.D.: During the raid of a deserted Nazi submarine base, the Allies discover traces of Nazi occult activity in Antarctica, prompting further reconnaissance and investigation. The Allies quickly recognise that the Nazis are establishing a base in Antarctica with the intent of accessing the city of the elder things. The Allies begin to mobilise whatever forces they can, and designate the reactivated Project Habakkuk towards this strike force.

April 1945 A.D.: With *Jeremiah* readied (or nearly so), the Allies make plans for an invasion, their goal: the utter extermination of this abhorrent remnant of the Third Reich. However, they remain unaware of the scope of the Nazi forces they will encounter, and cannot begin to comprehend Black Sun's ultimate goal: utilizing the elder thing city to generate a psychic scream that will release the God in the Mountain, bringing about the end of days.

Now: *Jeremiah* sets sail for Antarctica.

The assault on the Mountains of Madness begins.

Old spirits fly upon cold wind of Notus,
borne away from the uttermost south.
Antarctica. Pack warmly.
—R.D.

REFERENCE MATERIALS

The Keeper may wish to become familiar with H. P. Lovecraft's "At the Mountains of Madness", the novella this campaign is based on, summarised prior on pp.12–15. It is readily available in a variety of print and electronic formats, including a notable graphic novel adaptation of the same name by Ian N. J. Culbard (Illustrated Classics, Sterling, published 2012) and several audio versions. Though out of print and currently only available in electronic format, Chaosium's *Beyond the Mountains of Madness* campaign sourcebook for *Call of Cthulhu* may be of interest.

A diligent Keeper might wish to read Edgar Allen Poe's "The Narrative of Arthur Gordon Pym of Nantucket," which was highly inspirational for Lovecraft's own novella and is mentioned therein. The arctic paintings of Nicholas Roerich are excellent visual reference, and are mentioned frequently within Lovecraft's novella. Similarly, Tim Curran's novels *Hive* and *Hive 2: The Spawning* are pastiche sequels to "At the Mountains of Madness" and contain a number of interesting plot elements and descriptions of the elder thing ruins. Further, Graham Walmsley's *Stealing Cthulhu* (2011) provides ample guidelines for Keepers wishing to expand the scope of this campaign, and provides great insight into Lovecraft's original novella.

Other media that may help set the tone are the three adaptations of John W. Campbell's novella "Who Goes There?"—*The Thing From Another World* (1951); *The Thing* (1982); and *The Thing* (a 2011 prequel to the 1982 film)—as well as Allicorn's moody and evocative "At the Mountains of Madness" concept album.

Inspiration can also be found in non-Mythos sources, such as any good documentary or nonfiction account of Sir Ernest Shackleton's famously disastrous expedition to Antarctica, which occurred in 1914–1917, a mere three decades before the events of this campaign. William Fox's *Terra Antarctica* (Shoemaker & Hoard, 2007) is an excellent resource on the scale, history, and survey of the human experience of Antarctica.

MEN WANTED for hazardous journey,
small wages, bitter cold, long months
of complete darkness, constant danger,
safe return doubtful, honor and
recognition in case of success.

Ernest Shackleton, 4 Burlington St.

• Book Four •

Tides of Turmoil



CHAPTER 1

Siege on Saxemberg

"The knowledge not only of the enemy's precise strength and disposition, but also how, when, and where he intends to carry out his operations brought a new dimension to the prosecution of the war."

— British Field Marshal Sir Harold Alexander

OVERVIEW

It is the final stretch of the war, yet the Axis threat holds tenaciously onto life. While investigating a ruined Axis submarine base in the Mediterranean, the Allies found a submarine logbook. Decoding it leads to a further discovery, the location of a hitherto-unknown submarine base in the Atlantic on an obscure spot of land called Saxemberg Island. Spotted only rarely, Saxemberg Island barely merited note on navigation charts and was dismissed as a myth, until now.

Captured intelligence points at the island as the site of a secret Nazi submarine base, hidden beneath the nose of the Allies' nearby listening post on a small island chain nearby. The island's use as a destination for Nazi U-boats and transit submarines suggests that it is a staging point for a large-scale massing of forces, towards an unknown location. The Allied leaders must know where the Nazis plan on making this last stand.

The investigators are dispatched as part of a strike force, their orders to land upon Saxemberg Island, find and secure this mysterious Nazi submarine base, and determine the destination of the submarine traffic that has stopped there. What they encounter in the mysterious base will set in motion a desperate quest across the icy wastes at the bottom of the Earth, with the fate of the world at stake!

SAXEMBERG ISLAND

First sighted by Dutch sailors in 1670, this remote island lies deep within the frozen waters of the South Atlantic. The nearest navigable land is the Tristan da Cunha group of islands, some 650 miles (1,050km) to the northeast. Last officially sighted in 1883 by a Norwegian scientific survey,

it was considered lost to volcanic activity and is classified by most to be just another phantom island. However, when the *MS Schwabenland*, carrying the third German Antarctic Expedition, sailed past this insignificant speck of rock in the South Atlantic in 1938, its potential was not lost on Alfred Ritscher. As a captain in the *Kriegsmarine*, Ritscher made note of its location and dutifully informed Berlin of the discovery in his regular reports.

Also Starring...

Another option for the Keeper would be to treat this chapter as a teaser, allowing the players to take on the roles of the common soldiers and/or sailors sent to Saxemberg Island before the dreadful nature of Hoffmann Station's sole inhabitant is known. This can provide a wonderful change of pace, putting unprepared "normal" folk against a horrible creature of the Mythos. The fortunate survivors, (if any) can be the messengers that convey the Antarctic clue back to the Allies and to the attention of the investigators' superiors.

If this method is utilised, the Keeper is encouraged to provide pre-generated stock characters drawn from Chapter Three of the *Keeper's Guide*, allowing for minor player customization. Using one of the aforementioned rationales for the raid on Saxemberg, the most likely candidates for these troops are British Parachute Regiments (p.43), Commandos or Special Air Service (p.44), or Royal Navy Divers (p.47); or for a U.S. flavoured group, use U.S. Airborne (p.39) or U.S. Army Rangers (p.40).

HMS Atlantic Isle

The tiny island chain of Tristan da Cunha is one of the most remote inhabited locations on Earth. Situated approximately 1,750 nautical miles (3,200km) from South Africa and 2,000 miles (3,700km) from South America and eternally battered by the ferocious waves of the South Atlantic, the group consists of the 7 mile (11km) long Tristan da Cunha Island, along with the nearby-uninhabited Nightingale Islands, all under British military jurisdiction. Prior to the war, the civilian population were simple tribal farmers and fishermen without even their own currency (though the potato often served as legal tender).

The appearance of German U-boats and even the battleship *Graf Spee* in the South Atlantic early in the war gave the British cause to reassess the strategic importance of the islands, and so, in 1942 the Royal Navy established Job 9 on Tristan da Cunha, later to be named HMS *Atlantic Isle* to act as their eyes and ears in the South Atlantic. Under the direction of Surgeon Lieutenant Commander Woolley, the island's effective British administrator, a series of new buildings — including a hospital, radio station, and weather station — were constructed at the site by the local populace in return for installing running water and sewage systems in the village itself.

The installation is now a sizeable military complex with an airstrip, workshops, a weather station, and one of the most powerful radio transmitters in the Atlantic region, and is well supplied by regular merchant and Royal Navy vessels. The local inhabitants are staunchly pro-British, and the base's facilities and stores can provide investigators with a final chance to rearm and prepare in friendly territory for the assault on Antarctica.

When Black Sun and *Nachtwölfe* began to turn their attention to the Antarctic in earnest, the sheer distances involved presented a considerable challenge to maintaining and developing their operations on the continent. Even the new generation of U-boats, despite being far beyond the technological capabilities of the Allies, can still not reach Antarctica without refuelling, and while Black Sun's sorcery has enabled them to create a portal between their dark citadel in the Dreamlands and their Antarctic advance base, it cannot be used to transport large quantities of equipment or vehicles. Thus, when a location was needed for a refueling site, Ritscher's report was soon unearthed and in 1941, SS Pioneers made landfall on the island's blasted shores and began its transformation.

Burrowing into the rock itself, the Nazis created Hoffmann Station: a hidden base at which their U-boats can refuel and repair, safe from the eyes of the Royal Navy, which remains blissfully unaware of the island. Thanks to the ingenuity of the SS Pioneers in its construction, the

A myth turned enemy asset,
Saxemberg Island is deserted,
abandoned to rust and decay.

entrance to the submarine base lies beneath the water, preventing it from being spotted by Allied patrols, while unholy technology ensures that its radio transmissions remain masked from detection by HMS *Atlantic Isle* — the British listening station in the Tristan da Cunha islands that has proved so effective in tracking German naval activity in recent years.

Smoother Sailing

This introductory adventure presents the initial clue that puts into motion the assault on the Mountains of Madness: the coordinates for the Nazi operations on the Antarctic coast. If this campaign is a continuation of a prior European-centred campaign, the Keeper could provide the above information in the form of a clue from a prior adventure leading to Saxemberg, such as the aforementioned submarine logbook, a villain's cryptic reference to the island, or even the inadvertent discovery of Hoffmann Station itself by an Allied patrol ship or submarine.

Alternatively, the Keeper can use the raid on Saxemberg Island as the introduction to the *Achtung! Cthulhu* setting, the initial mission that involves them in the Secret War. See the section called Further Adventures? on p.32 of this chapter if this option is utilised.

Unlike other chapters of this campaign, this particular one is not strictly necessary and serves primarily as an appetizer to the main course/s. The base on Saxemberg has little connection to the Mythos forces that seasoned investigators primarily deal with, so it might seem a stretch to assign them to this mission. Instead, the Keeper might present the information gleaned at Hoffmann Station as *fait accompli*, acquired by an anonymous-but-valiant squad of Allied heroes, their role beginning and ending at providing the clue that sets in motion the rest of the campaign. The presence of the Mythos monster in the Nazi base should inform the investigators' commanding officers as to the nature of what might be transpiring in Antarctica, which will, in turn, ensure that the Mythos-focused investigators are sent as part of the Antarctic invasion force.

Operating under the nose (in nautical terms at least) of the Royal Navy, dozens of U-boats have made the long journey to Saxemberg Island, though now as the war in Europe enters its final phase, the convoys have stopped and Hoffmann Station has been wound down and lies dormant. Despite this, the installation is of great interest to the Allies, as it is a key location in Nazi submarine traffic towards a currently unknown destination.

THE MISSION

This is a fairly straightforward mission with a clear-cut set of goals. The investigators are a strike team, leading a strike team, or are seconded to a strike team exploring a small remote island used by the Nazis as a secret submarine base. They are to secure the base and gain any intelligence that may assist in the completion of the war, and to determine the location of any straggling Nazi forces.

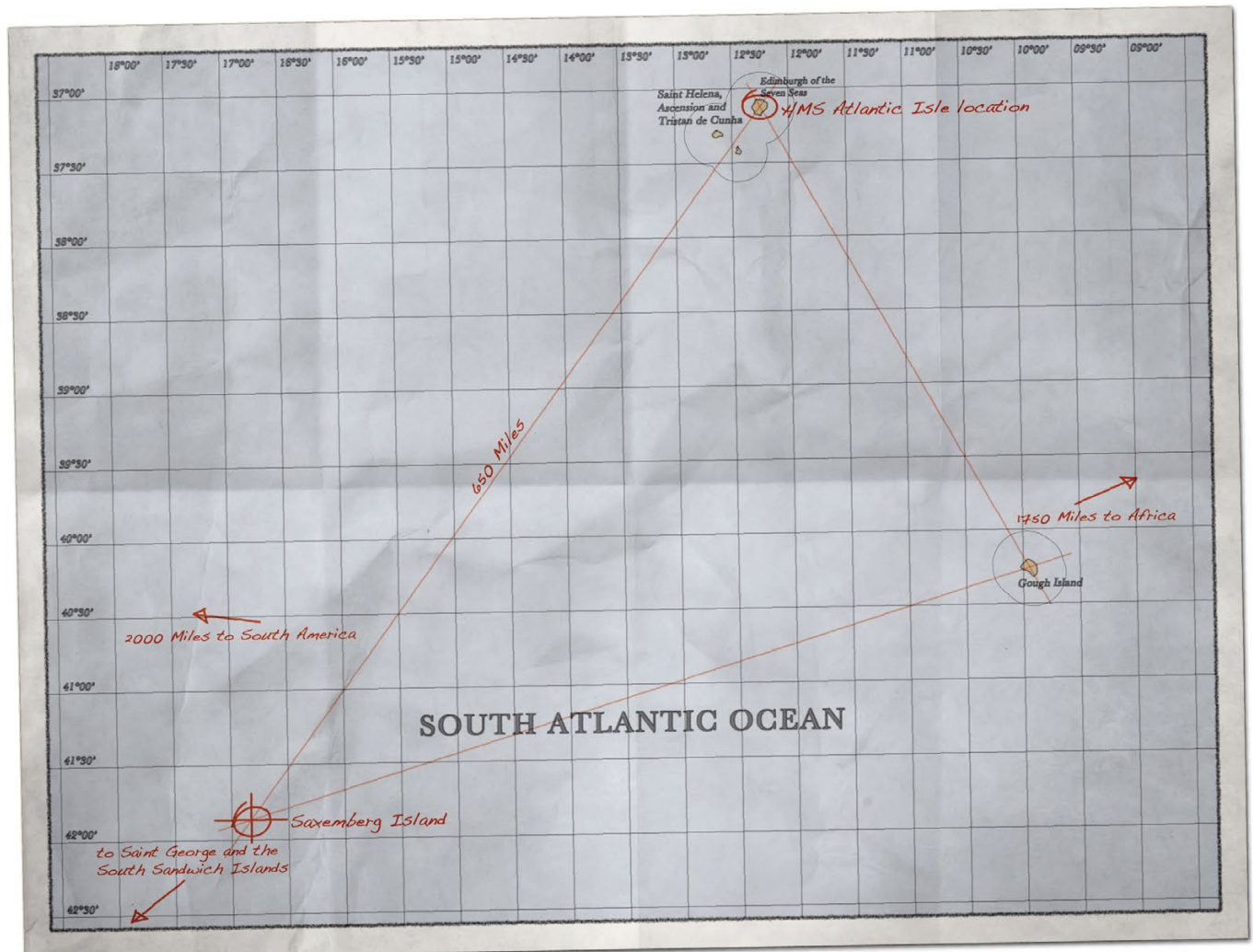
The team is instructed to utilise a seven-man rubber raft, paddle to the location of the island, disembark upon it, and secure the base, searching for any and all materials and information leading to Axis submarine activity in the area, including destinations beyond this submarine base. Should the opportunity to take prisoners arise, this is encouraged,

but asserting Allied control over the facility is of the utmost priority.

The actual makeup of the strike force itself is variable based on the investigators themselves. If there are too few investigators, or if a majority of the investigators are not focused towards covert military action (civilians, academics, etc.), they will instead accompany the strike force. This force will be made up of a number of British Commandos sufficient to flesh out the squad's strength to six in total (including the investigators), led by Sergeant Craig Dawson-Frost, the seventh member and, if not outranked by one of the investigators, the strike force's leader. Use the statics for the Commandos provided on KG, p.44 for Sgt. Dawson-Frost and the remaining soldiers.

If desired, the investigators will be issued any of the following: Sten Mk. I submachine guns, Webley .38/200 service revolvers, and adequate ammunition for each; Fairbairn-Sykes fighting knives; a limited supply of No.36M hand grenades; all-black combat togs and black helmets. A mobile field radio is available, should the investigators desire. This gear is described in **Chapter Eight** of the *Investigator's Guide* (or in *Call of Cthulhu*, **Sixth Edition**). Additional gear such as first aid kits, basic tools, etc. will be provided, if requisitioned and available.

Alternative equipment is available if the strike team is comprised of other forces than just the United Kingdom.



THE REAL DEAL

There is a Nazi base on Saxemberg Island, Hoffmann Station, but it has been deserted for months. With the seeming end of the war looming, the station's inhabitants sent what they could to Antarctica, disabled most of the base's equipment, and evacuated. In their haste, they inadvertently released a biological horror from the Black Sun vault. This creature remains as the base's sole living occupant: *der Draugar* (p.25), a monstrous creation of *Nachtwölfe's* biological terror division. It killed several of their number before the survivors sealed the creature into the vault and fled.

The Keeper should consult Interludes: The Eyes of the Hunter on p.30 for a number of scenes or particular encounters to pit *der Draugar* against the investigators.

Other than *der Draugar*, there is little of interest in the base. The salient point here is for the investigators to discover the existence of Ritscher Station, on the Antarctic coast. Though other useful intelligence may be gathered from Hoffman Station, the single most important element the investigators should take away from Saxemberg is the location of that other base, which puts in motion the rest of this campaign. To this end, the Keeper should do everything within his power to get the investigators into the Map Room (described on p.28) to discover the clues leading to Antarctica.

An additional element will come into use later in the campaign: a partially disassembled navigational device utilised by *Nachtwölfe* to brave the treacherous icy tunnels between Ritscher Station on Antarctica and the elder thing tower. This device will become prominent later in the campaign, particularly in *A Trail of Frost and Blood*, p.183.

EPISODE ONE: APPROACHING THE ISLAND

The investigators have made their way from the *HMS Atlantic Isle* to Saxemberg Island. The only option for reaching the island is by ship — the outcrop's sheer isolation means that an approach by air would be suicide, even by flying boat. This far south, the Atlantic Ocean would quickly overwhelm any Sunderland or PBY that attempted a landing on water. At optimal speeds, a naval vessel departing the Tristan da Cunha Islands (the closest friendly islands with a functional airstrip) can reach Saxemberg in a little over sixteen hours though the unpredictable weather here can hamper the journey.

And so, sixteen hours later, in the dark of night, the investigators are set into the cold water of the Atlantic in two LCRSes — Landing Craft Rubber Small — each capable of carrying seven men. Their escort, the *HMS Spearhead*, a Royal Navy S-class submarine, will serve as backup, closing on the island when the base is secure, and monitoring for U-boat activity. The hatch clangs shut, and there is little to do but begin rowing towards Saxemberg Island.

The island itself is a pinnacle of volcanic rock that juts from the water, surrounded by jagged rocks against which the massive Atlantic waves pound relentlessly. It is an irregular cone almost two-thirds of a mile (1km) in length and a third of a mile (.5km) wide, with a peak reaching a height of 120ft (36m) above the waves. Surrounding it are a number of



rough beaches, strewn with fragments of black rock and masked in the stench of rotting seaweed that clings to every surface not scoured clean by the waves. These beaches are the only practical method for making landfall on Saxemberg without knowledge of the submarine doors or the ability to operate them.

The razor-sharp rocks beneath the surface present the greatest danger to landing attempts and will slice open any vessel larger than a LCRS.



Attempting to land means fighting the waves and the rocks and requires three successful Difficult Pilot (Boat) skill checks. Failing these skill checks means the boat has run into difficulties.

The Keeper should make a roll on Table 1: Piloting Mishaps (p.23), with each failed Pilot roll applying a -10 modifier to the result of the roll.

Investigators who find themselves in the ferocious waves surrounding the island must make a successful Dodge skill check every turn they are in the water or suffer 1D3 damage from cuts and bruises inflicted by the jagged rocks and the



Table 1: Piloting Mishaps

Roll	Result
01-10	The boat breaks against a jagged submerged outcrop, tearing the vessel in half and pitching its passengers into the waves. All equipment is waterlogged, and any delicate electrical equipment, such as radios, is destroyed.
11-20	A wave breaks over the boat and almost overwhelms the frail vessel. Every occupant must make a successful check of STRx3 or be thrown into the sea. Any equipment carried by those falling into the water is waterlogged and sensitive electronics equipment is destroyed.
21-60	One of the boat's floatation chambers is punctured and the craft begins to lose buoyancy. All further Pilot skill checks suffer a -25% penalty (cumulative with other penalties) and the boat will sink entirely in 1D3 turns.
61-80	The boat begins to spin, caught in an eddy, and becomes increasingly difficult to control. Further attempts to land the boat suffer a -10% penalty (cumulative with other penalties) as the occupants struggle to regain control.
81-00	The boat is caught in a current and makes no progress this turn, but quickly breaks free and suffers no penalty to attempts to land next turn. Note: This effect removes any previously accrued penalties to control the boat.



Card	Result
Deuce	The boat breaks against a jagged submerged outcrop, tearing the vessel in half and pitching its passengers into the waves. All equipment is waterlogged, and any delicate electrical equipment, such as radios, is destroyed.
3-6	A wave breaks over the boat and almost overwhelms the frail vessel. Every occupant must make a successful Strength check or be thrown into the sea. Any equipment carried by those falling into the water is waterlogged and sensitive electronics equipment is destroyed.
7-8	One of the boat's floatation chambers is punctured and the craft begins to lose buoyancy. Starting with this check, all further Boating skill checks suffer a -2 penalty (cumulative with other penalties) and the boat will sink entirely in 3 rounds.
9-Queen	The boat begins to spin, caught in an eddy, and becomes increasingly difficult to control. Starting with this check, all further Boating skill checks suffer a -1 penalty (cumulative with other penalties) as the occupants struggle to regain control.
King-Ace	The boat is caught in a current and makes no progress this turn, but quickly breaks free and suffers no penalty to attempts to land next turn.

sheer brute force of the waves. After checking for damage, an investigator has the following options:

- **Swim to Shore:** A *Difficult* Swim check is required, though this becomes an unmodified, normal check if assisted by investigators already on the beach.
- **Climb Back Into a Boat:** This requires a *Difficult* Climb check, reduced to a normal check if assisted by investigators in the boat (though they require a successful DEX×3 check to attempt this as they cling to the boat themselves).

Failing either check means the investigator remains in the water and must repeat the process (including Dodge) the next turn.

Keeper's Note: Any boat that loses all of its occupants will be quickly caught up by the vicious tides and currents surrounding the island and destroyed, along with any equipment left in it. This may prove disastrous to the campaign, and it is recommended that this be avoided at all cost.

Sav Run the landing attempt as a Dramatic Task (see **Dramatic Tasks** in **Chapter 4: Situational Rules** of the *Savage Worlds* rulebook). The skill to use is Boating with no (initial) penalty. If the Action Card drawn is a Club, Table 1: Piloting Mishaps (p.23) for the specific effect:

Investigators who find themselves in the ferocious waves surrounding the island must make a Swimming test every round as if in white water (see **Chapter 4: Situational Rules—Drowning** in the *Savage Worlds* rulebook). After making the Swimming test, the investigator may attempt to climb onto the boat with a successful Agility (–2) test. If there are investigators in the boat, they may assist as a cooperative roll.

Optionally, an investigator may also attempt to swim to the shore with another Swimming test, this one with a –2 penalty.

EPISODE TWO: LANDING PARTY

Saxemberg Island has two immediately obvious features—seaweed and bird guano; there doesn't appear to be an inch of the island's craggy surface that isn't covered in a slimy and stinking mixture of the two. Traversing the island to locate the entrance is a slow and precarious process as each step presents danger from both the slippery footing and the biting gales from Antarctica that buffet the place.

Cth Any investigators acting in haste or attempting strenuous tasks should make DEX×3 checks to avoid falling and suffering 1D2 damage.

Sav Investigators who move at more than half pace or attempt strenuous tasks must make a successful Agility (–1) test or fall Prone and

risk suffering Bumps and Bruises (see the **Hazards** section of **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook). Anyone rolling a 1 on Agility regardless of the Wild Die automatically suffers Bumps and Bruises.

The entrance to Hoffman Base is concealed in a shallow depression in the hillside and consists of a large steel hatch secured by a wheel and already badly corroded from the salty winds. Having been abandoned by the Nazis, the hatch is now jammed.

Cth Opening the hatch requires a successful STR resistance roll vs. STR 30 to open (see the resistance table on p.55 of *Call of Cthulhu, Sixth Edition*). This will require multiple investigators. Add +6 to the investigators' STR if breaching tools are used.

Sav The wheel on the hatch can be turned with a successful Strength (–4) test. This roll can be cooperative.

As the hatch is heaved upwards, a cloud of fetid air rises up from the dark portal below, smelling of rotting meat and vegetable matter. Lights are mounted on one wall of the shaft descending into the rock, but there is no power. Only the first few rungs of a metal ladder set into the wall are visible.

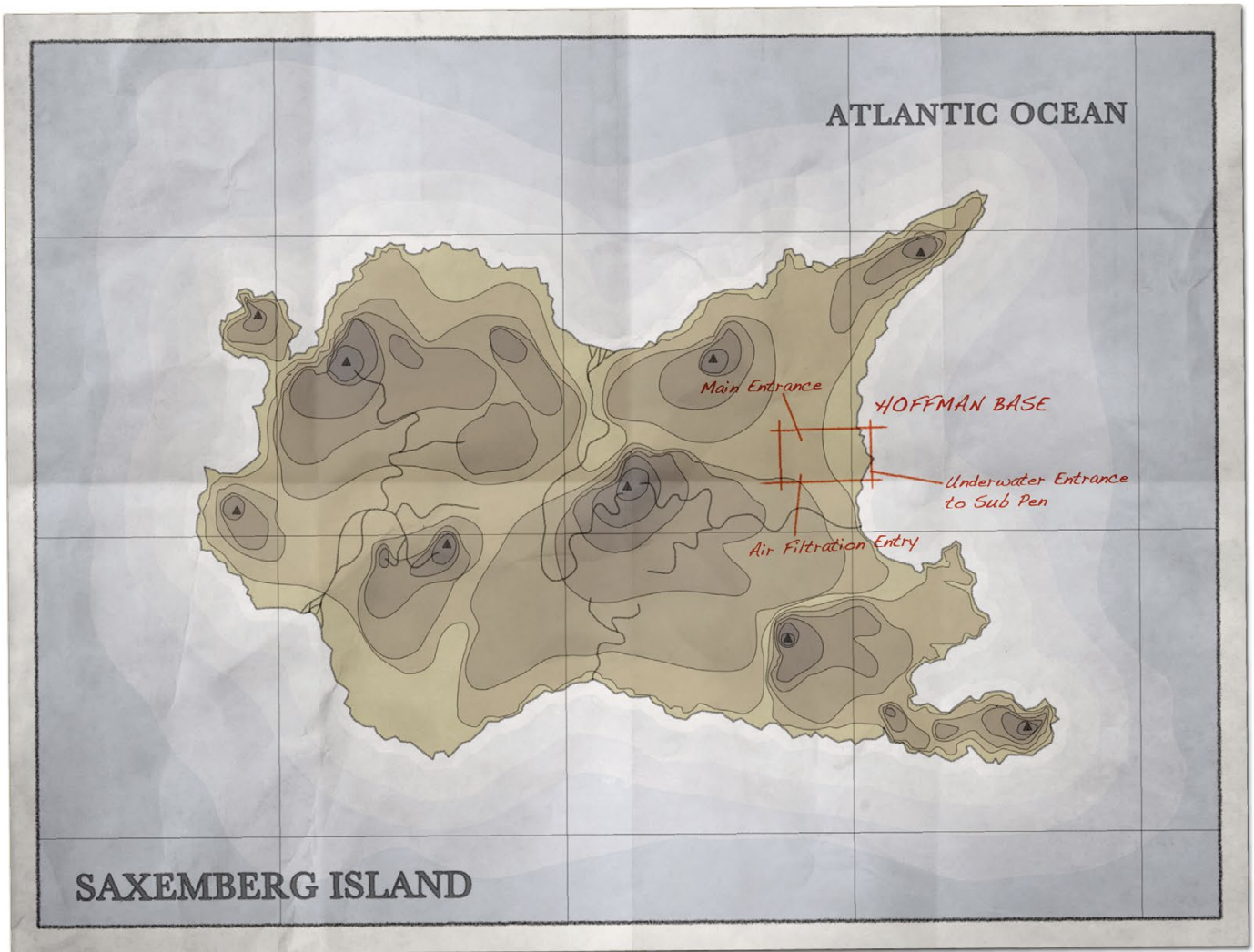
The shaft ends 30ft (9m) below in a small square chamber with two steel blast doors set in one wall. Each has an armoured glass porthole, though nothing can be seen through them in the darkness beyond. The doors are sealed from within, and investigators will have to find an alternative entrance unless they have cutting equipment or demolitions gear (such as a standard 1lb explosive charge) capable of breaching the doors.

A successful Spot Hidden check **Cth** / Notice test **Sav** and some time spent scouting further around the island will reveal a small access shaft concealed among the rocks. This appears to be the air circulation duct for the base below. The shaft is barely wide enough for one person to crawl down, but it leads into the base through a tortuous series of twisting shafts that culminate in a large grating in the air filtration room.

EPISODE THREE: INTO HOFFMANN BASE

The Nazis have abandoned the base now that their plans are entering their final phase, but it is not entirely devoid of life, or what was at least once life. The vault, in which Black Sun stored some of their more horrific experiments before being transported to Antarctica, is still inhabited. An accidental release of *Nachtwölfe's* biological weapon resulted in the death of several men, and the resulting *der Draugar* horror that devoured them was forced into the vault and the door sealed.

The base itself is starting to fall into disrepair—the power plant is failing and only capable of providing intermittent power to the lights, which flicker half-heartedly. The power to the large electric blast doors that secure many of



the base's sections has failed and these doors are non-operational. If the power plant is repaired, these doors will operate but unfortunately, due to the wear on the electrical systems they will short out and, with the exception of the submarine pen doors, will open. This will release *der Draugar* trapped within the vault, which will quickly begin to scavenge dead matter to add to its mass.

Der Draugar

For full details of this horror, see KG, p.235. (As a note, in German “*die*” describes “the” in a plural sense, and “*der*” describes a specific, masculine being. So, *die Draugar* is how one refers to the species as a whole, or a group, and *der Draugar* refers to a single instance, in this case the one that haunts Hoffmann Station.)

The culmination of *Nachtwölfe*'s biological weapons research, once released this nightmare creature has only two objectives—to feed and grow. It will quickly expand, drawing upon whatever dead tissue it can find within the base. Indeed, it has already begun to grow, feasting on the corpses of the many rats that once scurried through the base.

Once released, the beast will attempt to infiltrate the ventilation system and use the maze of hidden air ducts to move around the base and ambush the investigators. While *der Draugar* is a mindless creature, the Keeper should play it with a basic animal intelligence as it strikes from the darkness, attempting to absorb targets before scuttling back into the air vents to wait in ambush again.

The emphasis during this scenario should be of paranoia and fear, with the investigators desperately attempting to find any clues they can to the Nazi's operations, while constantly looking over their shoulders as *der Draugar* stalks them through the base.

If the investigators decide against restoring the power, the Keeper should consider having *der Draugar* find an alternative means to escape its confinement as it senses the living beings entering the base. Even if the power is restored, the supply should be intermittent and prone to shorting out the lights at irregular intervals. The Keeper may wish to consider having the power fail completely at an opportune moment, leaving the investigators trapped in the darkness as the creature scuttles through the vents towards them.

Blast Doors: These heavy steel doors are electrically driven and roll across the doorways on heavy steel gears. Without electricity they are virtually impossible to move (STR 80 to move, taking 6+1D6 turns **Cth** / Strength (-6) test, optionally cooperative **Sav**), and require significant explosive power to breach. Ingenious investigators could rig an improved charge from the 88mm HE shells in the magazine. Without maintenance, some of these doors are unreliable, and the motors have a 20% chance of burning out when used **Cth** / Whenever the motors are used, draw an Action Card. On a Club, the motors burn out **Sav**.

Steel Hatches: Standard bulkhead doors, opened via a wheel mechanism in the centre of the door. These can be opened or closed in two turns without electricity.

Der Draugar is as cunning as it is savage, using fear as much as its teeth and claws.

Doors: Wooden framed doors with simple latch mechanisms, which can be cut or broken through relatively easily, both by the investigators and by *der Draugar*.

Air Vents: Steel mesh grills cover the air vents, which interconnect across the base. A single investigator could squeeze up one of these shafts, but all actions will be **Difficult Cth** / all actions will have a -2 penalty **Sav**, and only a pistol can be wielded due to the confined space. *Der Draugar* suffers no such penalties in the vents, and can move from vent to vent with ease.

Entrance: Once power is restored to the facility, the entrance becomes a viable exit for the investigators. However, the control panel that activates the steel blast

doors has been sabotaged and requires a **Difficult** Electrical Repair check **Cth** / Repair (-2) test **Sav** to enable them to be opened again.

Air Filtration: This is the investigators' initial entrance into the base and consists of several large turbines that draw air clean air into the facility. Initially the turbines are deactivated and the air inside is stale but still breathable. Once the power has been restored, these turbines will begin to operate, effectively blocking the exit. The investigators may, of course, deactivate the power in order to use this exit, but this will leave them in pitch darkness with only their flashlights to illuminate their path, while *der Draugar* lurks somewhere in the darkness beyond.

Workshops: The workshops were dedicated to repairing damage to the transport submarines and although stripped of most materials, some of the larger bench tools were left behind when the Nazis evacuated the base. A variety of electrical and mechanical junk has also been left behind. A successful Spot Hidden roll **Cth** / Notice test **Sav** discovers a set of oxy-acetylene cutting equipment still in working order, and a selection of hand tools in various states of repair.

Operations: Alongside the workshops, Operations is dedicated to submarine operations and logistics. However, much of the equipment from this area has been removed and there is evidence of a large fire having been set in the centre of the room. A successful Spot Hidden check **Cth** / Notice test **Sav** will reveal burnt fragments of logbooks and order sheets in among the ash on the floor, though none of these are large enough to provide any clue as to their content.

Medical: The station's pharmacy and medical facilities have been stripped bare by the retreating Nazis. Only a few tables and chairs remain in the wardroom, lying twisted in a pile at the western end of the room.







SIEGE ON SAXEMBERG

At last, a final chance to
destroy the Nazi menace once and
forever, a precursor to whatever
cold hell they will inhabit.
- Parker

How many other German bases
like this are out there, lost in
the blue expanse of the Atlantic?

— Capt. Harris

- 1.....entrance
- 2.....barracks
- 3.....mess
- 4.....officer
- 5.....officer mess
- 6..commanders room
- 7.....medical
- 8.....operations
- 9.....stores
- 10.....vault
- 11.....magazine
- 12.....docks
- 13.....ux824
- 14.....workshops
- 15..air filtration
- 16.....map room
- 17.....armoury
- 18..command centre
- 19.....radio
- 20.....power

-  door
-  steel hatch
-  blast door
-  air vent



Barracks: Composed of three rows of military standard bunk beds, the barracks were designed for capacity rather than comfort. Simple gravity-fed showers and toilets are sited at the northern end of the room, though the water in them is brackish and stale. The barracks themselves, as with the rest of the base, have been packed down with mattresses and bed-frames stored in orderly stacks along the eastern wall. Searching through the stacks will reveal a well-thumbed copy of *Signal* magazine dating from six months previous, still spouting the Nazi's own brand of deluded propaganda.

Mess: Opening the door to this room unleashes a horrific stench that quickly fills the barracks, forcing all investigators to make a CON×5 check or spend 1D3 rounds convulsing and vomiting **C_{th}** / investigators must make a Vigor (+2) test or gain a level of Fatigue for a few minutes **S_{av}**. In their haste to leave, the Germans failed to clear out the larder, and now, after six months, the meat and vegetables stored here have rotted into a foul smelling and maggot-ridden mess. The stench is overpowering and anybody attempting to investigate the room must make a CON×5 check **C_{th}** / Vigor (+2) test **S_{av}** every turn to avoid being overcome.

Should *der Draugar* reach this room, it will immediately devour the rotting matter, increasing in SIZ and Hit Points by 2D6+6 **C_{th}** / increasing its Strength and Vigor by one step, and its Size and Toughness by 1 **S_{av}**, though it will not attack other targets for a turn while it absorbs this matter.

Officers' Quarters: Slightly less sparse than the barracks, the Officers' Quarters provided the U-boat captains with more privacy and comfort but little else. The northeastern room shows greater signs of habitation, having been the quarters for the duty officers stationed at the base, while the three other rooms were set aside for U-boat officers.

Officers' Mess: Unlike the main mess, this area was cleared properly and though stale, the air does not have the same stench of rotten food. A search of the room will uncover two bottles of fine Cognac packed away in one of the cupboards.

Commander's Quarters: Surprisingly spartan, these quarters were commandeered by Black Sun for lord knows what horrific purposes. Like much of the base, they have been stripped of their furnishings, but the rooms have a strangely familiar copper smell to them and dark stains on the floor.

Docks: This huge chamber is the central hub of Hoffmann Station and its massive concrete docks can accommodate three of the *Kriegsmarine's* behemoth transport submarines. Derricks and gantries criss-cross the three docks to facilitate loading and repair operations, while the jetties themselves are now littered with broken crates and the detritus of the Nazi evacuation. The southern and central docks are empty, but dominating the northern dock is the huge hull of Ux-824; over 200ft (61m) in length, it lies on its starboard side beneath the collapsed frame of a loading derrick. Soot and evidence of a serious fire surround the conning tower and the forward hatch.

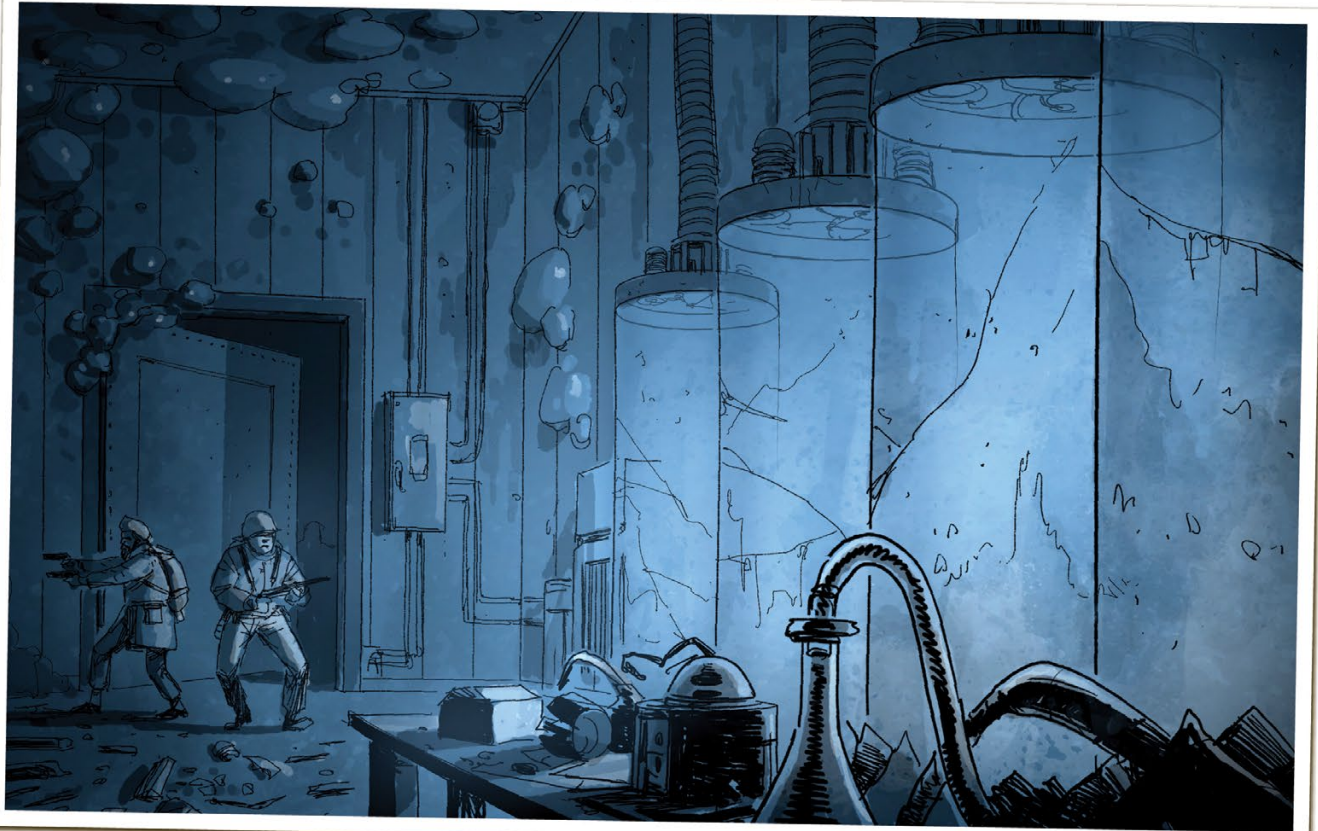
The forward cargo doors show signs of explosive damage, and investigating the docks reveals a number of discarded *Panzerfaust* 60s strewn among the debris on the docks near the stores. These were used in an attempt to contain *der Draugar* when it was accidentally released. See KG, p.141 and p.154 for a description and statistics of this weapon.

Investigating inside reveals that the submarine has been stripped of its parts, even down to wiring and, in some areas, the steel plating from its hull. Most of the navigation and control instruments in the command bridge have been removed, disabled, or stripped for parts, but one curious device has been left partially intact. Installed in the navigation area and riveted to the inner bulkhead, this device is unlabeled. This device, clearly a later addition to the bridge, has had the dials removed and the glass fronts of various gauges broken, as well as the screen shattered, a clear attempt to render it inoperable, yet it is structurally still more-or-less whole. With a successful roll of Electrical Repair, Pilot (Submarine), or Navigate **C_{th}** / A successful Boating, Piloting, Repair or Knowledge (Navigation) test **S_{av}** an investigator can identify it as a navigational device of some sort, most likely to direct a vessel along a particular course. It would take at least a day and successful Mechanical Repair and Electrical Repair rolls **C_{th}** / a successful Repair test **S_{av}** to remove the device without damaging it, but, if it is not obvious to the investigators, an Idea roll **C_{th}** / Smarts test **S_{av}** will help glean that it is likely of considerable value to the Allied cause.

Map Room: Dominated by a massive metal table printed with a map of the southern oceans and Antarctic coast, this room has been ransacked alongside the rest of the base. Fortunately, the map itself is in good repair, having been manufactured to typically high German engineering standards, though it bears scratches and marks in its paintwork. The floor is scattered with debris, among which are handfuls of nylon plastic markers with magnetised strips on the reverse and a variety of numbers and letters on the front. These were used to plot courses and monitor the movement of vessels throughout the region.

Investigators paying close attention to the map will notice (through a successful Spot Hidden check **C_{th}** / Notice test **S_{av}**) that one particular location on the Antarctic coast has more scratches and marks than elsewhere, and should surmise that this location is of significance to the Germans. This position (see the map on p.58) is the location of Ritscher Station, Black Sun's southern headquarters and base of operations for Antarctica. Scratched into the map within Antarctica is a star-shaped marking. Any investigators with the Cthulhu Mythos skill **C_{th}** / Knowledge (Mythos) Skill **S_{av}** will recognise this as a crude rendition of the elder sign.

*Note to the Keeper: This clue is the most important facet of this investigation. The Keeper can choose to provide the clue to the investigators without requiring a successful Spot Hidden check **C_{th}** / Notice test **S_{av}**, or they can suggest that there is something of note here with a successful Idea check **C_{th}** / Smarts test **S_{av}**. Even*



the most cursory attempt at searching this room should reveal the location of Ritscher Station to the investigators. Alternatively, the Keeper could put the discovery in the hands of an NPC soldier accompanying the investigators who notices it. As a last ditch resort, after the investigators have departed, a member of the following support team can find the clue and provide it at the appropriate portion of the next chapter, or it will simply become known as information that has come to light. These methods are less advisable, as it is inevitably best to make the investigators the driving force in any investigative mission.

Command Centre: Blackened walls and the charred remains of filing cabinets tell of the extent to which the Nazis went to cover their tracks as they left the base. A shattered Enigma machine lies amidst the burnt fragments, but is of little practical use to the investigators, being beyond any chance of repair. While the investigators may sift through the ashes in search of clues, there is now little of use here.

Radio Room: The radio antenna that was once the only sign of the station existing on the island has been dismantled, but at one point, it serviced a powerful radio transmitter/receiver allowing the station to control the transit of U-boats throughout the South Atlantic. *Nachtwölfe* was called upon to install the radio system, designed to transmit beneath the signals used by the Allies and remain completely undetected when in use.

When the Germans evacuated the station, they destroyed the radio cloaking apparatus with thermite charges. Fortunately for the investigators, an oversight by

the technician who destroyed the machine means that the radio equipment's dials are still set to the main frequency being used by the Germans. Investigators may notice this themselves, or if they fail to consider this may be prompted with a successful Idea roll **Cth** / Smarts test **Sav**. Though the apparatus is beyond repair, and no technical data can be gleaned from an examination of the ruined slag that was once its components, the investigators now have a means for listening in on the German communications network.

Armoury: Dominated by now empty racks for storing weapons and ammunition, these three reinforced rooms are probably the most secure in the base, as they do not have any air vents and all have heavy steel hatches rather than normal doors. The Germans have removed almost everything of use from these rooms, taking most of the weapons and ammunition with them. However, in the southern-most armoury are two *Flammenwerfer* 41s, both fuelled and in working order. This weapon is described on KG, p.140 and p.154.

Stores: Empty of supplies and cargo, the store rooms are now only occupied by a series of steel-framed shelves.

Entrance: Beyond the two sealed steel blast doors that protect the entrance shaft is a small guard post, long abandoned. These doors can be controlled from a panel on the wall once power is restored to the station.

Magazine: These heavily reinforced concrete and steel chambers, protected by their heavy steel doors, still contain a considerable number of torpedoes. The Germans stripped most of their submarines of their armaments in



order to increase their cargo capacity — primarily G7e/T3 straight-running torpedoes — but there are three T4 Falke acoustic homing torpedoes in perfect working order. An ingenious (or particularly foolhardy) investigator could, with the right skills, attempt to rig up a method for firing one of these torpedoes or using its explosive charge. The Keeper should use the guidelines provided on KG, p.121 should any of the torpedoes be detonated.

The magazine rooms also contain a considerable number of 88mm high explosive shells for replenishing the deck guns of the smaller submarines. Kept in dry and secure conditions these are all fully functioning and may provide a valuable resource for the investigators. As with the torpedoes above, use the cinematic guidelines for handling this ammunition.

Should the ammunition in these rooms be detonated, the magazine itself is designed to take the brunt of the explosion.

The clue leading to the discovery of Ritscher Station in Antarctica sets the entire Allied campaign in motion.

The sheer power of the weapons inside, however, means that anybody in the magazine (including the connecting corridor) will be instantly annihilated, and much of the vault and northeastern corner of the pen itself will be badly damaged.

Power: The base's power supply is an efficient diesel generator fed by two fuel tanks buried beneath the facility. Having been left unattended for several months, the generator is failing and requires a successful Mechanical

Repair check **Cth** / Repair test **Sav** to restart and to generate enough power to operate the lights and doors in the facility. Unfortunately, due to the lack of maintenance, the generator will cause a surge in the system when restarted that causes all of the electrical doors in the base to open suddenly, then close themselves again — with the exception of the Vault door, which jams open.

The Vault: This chamber was used by Black Sun to contain the many horrors that they transported to Antarctica. Despite being lined with six-inch-thick steel plating, the inner walls are buckled and scarred, even melted in some places.

Air Shafts: The airshafts, protected by steel grills secured in place by screws, circulate air throughout the base and consist of one-foot (30cm) diameter tubes criss-crossing the complex.

INTERLUDES: THE EYES OF THE HUNTER

This is not so much a specific episode as a series of scenes or encounters with *der Draugar* and the base itself, that the Keeper might utilise at various points during the investigation to add tension. These are not tied to specific locations, and can be dropped into the mission at opportune and appropriate moments.

- An investigator might make a Spot Hidden check **Cth** / Notice test **Sav** and notice a pair of eyes flickering, watching through the metal slats of a vent in the wall, floor, or ceiling. When nearing it, a muffled thumping

heralds the face's disappearance. Examining the vent closely (shining a light inside) reveals that the "person" is gone. A Sanity roll might be made (0/1 SAN) **Cth** / A Nausea (+0) check might be made **Sav** for the unsettling experience.

- Similarly, fingers from several hands, too many to be a single person, might suddenly pop out from the slats in a metal vent, seize it, and start forcing the vent inwards or bending it outwards, combined with a ghastly groaning. This experience should provoke a Sanity roll, with 1/1D3 SAN loss **Cth** / a Nausea (-2) check **Sav** out of fright. If the hands are interfered with, they will withdraw.
- Rounding a corner, the investigators see what looks like the upper part of a naked human torso dangling from

a vent in the ceiling, swaying slightly. A Spot Hidden check **Cth** / Notice test **Sav** reveals that the body displays ghastly wounds that were almost certainly fatal. When/if they near it, the corpse's eyes open widely, it lets out a groan, and then is apparently yanked upwards into the vent. Thumps and bangs in the vent indicate it is being dragged away rapidly. A Sanity roll should be required here, with a potential 0/1D2 SAN point loss **Cth** / A Nausea (-1) test should be required **Sav**.

- An investigator approaching a windowed door suddenly sees a group of human faces, pressed against it, almost as if forced all at once from below. The faces are sallow and ghastly in complexion, and many have open wounds or contusions. Their expressions are of horror, agony, or dull



incomprehension. Looking closer at them will reveal that they are all part of the same entity, their flesh fused and bonded together. This partial view of *der Draugar* calls for a Sanity roll, against a 1D3/1D10 SAN loss **Cth** / a Horror (-2) test **Sav**. If approached, the horrible being seems to notice them and flees rapidly, scuttling away.

- As the investigators walk past a metal corridor wall, something begins tapping on the other side of the wall, then slamming loudly, and then outright banging. The metal plates begin to shake and shudder, and eventually rivets holding the wall together start giving away, indicating a being possessing tremendous strength on the other side of that wall. Suddenly, the efforts stop and the wall returns to its original position, though dented and deformed from the pressures put against it. A Sanity roll with a 0/1 SAN loss **Cth** / Nausea (-1) test **Sav** might be made here, if the investigators are caught off guard.
- At any point, the base's already-unreliable electrical system may flicker and go out for a moment. *Der Draugar* will take advantage of this darkness to move closer to the investigators, perhaps attacking in ambush.

If the investigators have encountered *der Draugar* on multiple times prior, even if fleetingly, the Keeper should reduce any subsequent Sanity losses.

Cth Reduce SAN losses to reflect any Sanity points already lost. See the section titled Getting Used to Awfulness in *Call of Cthulhu, Sixth Edition*, on p.78.

Sav See the section Becoming Jaded in KG, p.185.

Overuse of *der Draugar* can lessen its effect, so these encounters should be used sparingly. It is only barely intelligent, and has little thought other than to increase its mass through consuming others, but it will shy away from pain and bright lights initially, remembering the battle with the crew of Hoffmann Station before their evacuation. It should not be an all-present being, seemingly capable of teleporting at whim and appearing wherever it is needed for maximum fearful effect. However, in a relatively short while, *der Draugar* will overcome any fear or hesitation and at that time will engage the investigators directly.

WRAP-UP

This chapter can end in one of a few different ways: with the investigators encountering *der Draugar*, defeating it, and capturing the base; being forced to destroy the base in the process of defeating *der Draugar*; or meeting a horrible end as part of its voracious mass.

In the first outcome, a follow-up crew sent by HMS *Atlantic Isle* will verify the existence and location of Ritscher Station if the investigators have not already done so, and will recognise the significance of the elder sign scratched

into the map. They will also salvage the submarine navigation device from the scuttled Ux-824. The investigators will return to HMS *Atlantic Isle* for recuperation, and are then told that they will shortly be sent back home (wherever that may be), or redeployed.

In the second outcome, the Keeper should allow all of the investigators to recall the location specified on the map with a successful Idea roll **Cth** / Smarts test **Sav**; and in the latter outcome, it is time to create new investigators and begin the second chapter of this campaign with that clue assumed to be provided from a latter group sent to Saxemberg Island.

Whatever happens, the mission will be followed up by another crew sent from HMS *Atlantic Isle*, to forage for any additional clues and scour the base, and finally to disable it with explosive charges, denying it forever to the Nazis or any of their allies. Depending on the outcome of the mission, this may not be required: if the investigators blew all of Hoffman Station to bits trying to defeat *der Draugar*, then the Keeper should devise another means by which the Allies become aware of Ritscher Station and the Nazi ambitions in Antarctica.

Surviving investigators who defeated and destroyed *der Draugar* should each gain 1D20 SAN points **Cth** / make a free Spirit test, with each success and raise decreasing Dementia by one **Sav**, the reward for destroying such an abomination. The Keeper may also choose to award another 1D4 points **Cth** / award a +2 bonus to the Spirit test **Sav** if the investigators successfully discovered the clue leading to Ritscher Station. In the downtime after this mission, the investigators will be able to make experience rolls for skills.

FURTHER ADVENTURES?

The next chapter of this campaign begins with the Allies knowing about Ritscher Station and the mysterious Mythos link, and being in possession of a partially-disassembled submarine transponder. Subsequent investigation and analysis sets in motion the assault on Antarctica and a confrontation with the last of the Third Reich's forces there.

At this point, the Keeper can keep the investigators at HMS *Atlantic Isle*, cooling their heels for the next two months until they are reassigned to the assault force, or the Keeper can choose to use the events at Saxemberg as the springboard for the investigators, sending them on missions across various theatres of war until they eventually end up assigned to *Jeremiah* and become part of the Antarctic assault.

*This place smells of copper and salt...
blood and tide. We are not alone.*

— Cpl. Akhee Singh



CHAPTER 2

The Floating Kingdom

"...wonder marvelously; for I will work a work in your days which ye will not believe, though it be told you."
— God, as spoken to the prophet Habakkuk (King James Version, Hab. 1:5)

OVERVIEW

With the information about the location of the secret Antarctic base on the coast, the Allies have mustered a clandestine strike force to be based on *Jeremiah*, a massive aircraft carrier made of ice. The investigators are sent from HMS *Atlantic Isle* to rendezvous with *Jeremiah* via transport plane, arriving mere days before the bergship enters the Antarctic base's detection range. Once aboard, they are hustled in to a briefing room and must provide valuable intelligence to the assembled strike force commanders and tacticians.

THE MISSION

The investigators are airlifted onto the bergship *Jeremiah*. Their instructions are to get situated, become familiar with the forces arrayed on the carrier, and contribute to the strategy sessions for the assault on the hidden Nazi base. Furthermore, they are to integrate themselves into the combat forces, and to receive any required training for the assault. As consultants, they are to provide any relevant intelligence as to the true nature of the real battle... the Secret War.

THE REAL DEAL

The investigators are arriving on *Jeremiah* just before things go pear-shaped. They will meet the staff and the leaders of the assault and explain to them the true nature of the forces in Antarctica. However, their arrival quickly provokes *Nachtwölfe* saboteurs into action. The investigators can help repair damage, or look into the sabotage. When the trail

leads to the cell of saboteurs aboard *Jeremiah*, the investigators face more than they imagined, a cunning agent of *Nachtwölfe* ready to die for his cause! Just before the bergship reaches its destination, another saboteur summons a ghastly Nazi horror... an ever-growing, ravenous monster that threatens to engulf the entire assault force!

EPISODE ONE: GETTING TO KNOW YOU

The initial section of this episode assumes that the investigators were involved with the events on Saxemberg and that they have been waiting on HMS *Atlantic Isle* for new orders. If the Keeper has begun this campaign otherwise, or had the investigators redeployed during the time between **Siege on Saxemberg** and this chapter, it will be necessary to have them either return to HMS *Atlantic Isle* or to embark from elsewhere. In the latter case, the Keeper should modify the next section to accommodate the investigators departing from another location.

The Briefing

Delayed inexplicably and still on HMS *Atlantic Isle* awaiting the return home, the investigators receive notice that they are to be redeployed. Though the events at Saxemberg may still loom powerfully in their memories, weeks have passed, and the investigators have had the opportunity to rest, recuperate, and are likely wondering what the delay in their redeployment is. Answers have not been forthcoming, and the investigators have been informed prior that important decisions about their next assignment were being made elsewhere.

Sequence of Events

The episodes of this chapter are intentionally rapid: with the investigators arriving late, being hustled into a briefing, just getting their bearings, and then suddenly... sabotage! This is then followed by an investigation, which ends in violence, and a daring raid on the airship, right on the cusp of the opening salvo in a massive air-sea battle. This avoids the doldrums of a lengthy ocean voyage at the bergship's snail-like pace, with the investigators having little to do but wait.

Each day, the bergship moves roughly 200 miles (322km) towards Ritscher Station (located in *Neuschwabenland*, the region Ritscher dubbed "New Swabia" in Queen Maud Land), a journey from the launch to the destination of roughly 11.5 days. The bergship departed on March 10th, and will arrive on March 22nd, assuming there are no serious delays.

Following is a timeline of the episodes and events aboard the bergship. The Keeper should view the episodes as highlights of the voyage, assuming that the remainder of the time between is spent preparing for the Antarctic assault, readying/repairing the bergship, recuperating, and strategizing with the assembled fleet and ground commanders.

March 14th — Episode One: The investigators are sent from HMS *Atlantic Isle*, arriving aboard the bergship *Jeremiah*. They meet with the commanders of the assault fleet and the inventor of the bergship. An unexpected explosion in the engine room requires immediate assistance!

March 15th (or beyond) — Episode Two: Investigators can look into the explosion and/or take part in making the bergship more combat-ready. Either activity is a race against time to stop the saboteurs before they cripple the bergship, and to ready *Jeremiah* for the assault!

March 16th (or beyond) — Episode Three: Their investigation reaches a conclusion, coming face-to-face with supernatural evil in the form of two Nazi double agents hell-bent on destruction at any cost!

March 20th — Episode Four: The investigators discover a signalling attempt being made from aboard *Jeremiah*. Another double agent! *Nachtwölfe* attacks with a ghastly seaborne threat. *Jeremiah* is joined by a small fleet of Soviet vessels out of Port Pegasus, Australia.

March 22nd: The Antarctic coast is spotted.

There are several days of down-time between the episodes of the chapter, and during these times the Keeper can assume that the investigators are doing some or all of the following: investigating, getting to know the bergship and its crew better, assisting in *Jeremiah* repair, readying

it for the assault, and otherwise increasing the emotional connections that will be tested during the coastal assault.

The investigators can use the time between the conclusion of the investigation and the assault to reflect on events and see if they have learned from experience. The Keeper should allow the players to make any experience checks for their investigators at this time for skill rolls made in the first half of the chapter.

Investigators can also spend the time poring over the dossiers on the Antarctic missions. The Pabodie and Ritscher files can be reviewed in their entirety in one week apiece, though the Starkweather-Moore file would require the investigators to spend the entire time aboard *Jeremiah* studying in order to receive any benefits.

Additionally, eager investigators may also request additional training in skills that may be of use in the coming assault.



Though the facilities are limited (no firing range, etc.), the investigators may receive verbal instruction on useful Antarctic skills such as Cold-Weather Vehicle Maintenance, Dogsled Handling (on the flight deck), Survival (Arctic specialization), or useful military skills such as Artillery, Damage Control, and Torpedo. This instruction is only useful if the investigator has no prior experience, and the basic training in a single skill takes up a full day of instruction. Once the training is over, an experience check is made. If the skill improves (adding 1D10 to the existing percentiles) the skill cannot receive any further basic training: further experience must be learnt in the field. If the experience check is unsuccessful, the investigator can take another day of training and attempt another experience check. After three unsuccessful checks, the investigator cannot attempt any further training in the skill until learning from actual experience.



The Professional Edges section of **Chapter 1: Character Creation** in the *Savage Worlds* rulebook explains how to gain these Edges in terms of the story. Taking advantage of the facilities the investigators have available during their stay can help them gain the Hot Blooded or Antarctic Trained Professional Edges (p.105) if the investigators want, following the standard Advancement rules.

The infirmary aboard *Jeremiah* is an adequate place for recovery, and psychological counselling can be had with either of the ship's religious leaders, an Anglican priest and a Jewish rabbi, both British soldiers. See the sections on Infirmary (p.41) and Religious Services (p.42) for more information.

Finally, on an unusually brisk March morning beneath a grey and overcast sky, the answers arrive. The investigators are asked to meet with the base's commander, Surgeon Lieutenant Commander Woolley, in his office. They are told that they will be given new orders at that time.

Any investigators injured or debilitated while on Saxemberg have had the advantage of ten weeks of care on HMS *Atlantic Isle*. There is a fully functional medical facility with an attendant staff (First Aid 75%, Medicine 50% **Cth** / Healing d8 **Sav**) and a chaplain (Psychoanalysis 30%, Psychology 50%, and Theology 75% **Cth** / Knowledge (Psychology) d6 **Sav**). This should be more-than-enough to restore any investigators to full health. However, any investigators still too injured or traumatized will remain on HMS *Atlantic Isle* to recuperate, and new investigator characters should be created to fill their boots. If desired, the Keeper can have these investigators arrive later, as part of a second or later wave of the assault, if need be.

Once the investigators are in his office, Woolley informs them that, coupled with additional intelligence reports, analysis of the evidence discovered on Saxemberg Island has pointed at a heretofore-unknown Nazi base on the coast of Antarctica, perhaps part of a plan to continue the ambitions of the Third Reich past the apparent end of the war. Woolley is not privy to the greater occult menace of the Secret War, but he has been given enough information to let the investigators know that the strange symbol scratched into the map caused considerable excitement. When the significance of that symbol was evaluated (alongside the evidence of the ghastly creature inhabiting Saxemberg), members of the War Council encouraged an immediate full-scale strike on the German presence in Antarctica. In the weeks that followed the investigators' experience on Saxemberg, additional intelligence was gathered, ranging from aerial reconnaissance of Antarctica and a survey of German naval activities in the South Atlantic, particularly any southward movement.

With this information, the War Council has been quite busy. Over the last two months, Lord Mountbatten—with Churchill's tacit approval—has covertly assembled a multinational fighting force which is, at this moment, *en route* to Antarctica, its ranks bolstered with forces arriving from across the South Pacific, diverted from the war effort. Additionally, various troops have quietly been redeployed from Northern Europe, all converging on a location to be disclosed. Woolley has heard rumours that the Americans, Canadians, Australians, New Zealanders, "...and even the Soviets!" are involved.

Which brings Woolley to the investigators and their part in all of this. They are now assigned to the strike force in the role of advisors, offering whatever specialties and expertise they can to the Antarctic assault. The investigators will be airlifted to rendezvous with British carrier *Jeremiah*, originally based in the Falkland Islands, but now under-way to Antarctica.

During and after the conversation, Woolley is happy to answer any questions the investigators may have. Additionally, the Keeper may provide the following information in response to the following successful skill rolls:

- A successful Psychology roll **Cth** / Knowledge (Psychology) test **Sav** will get Woolley to reveal that he's sceptical about the scale of the threat in Antarctica. If the Germans truly have a base on Antarctica, it is likely just a supply and/or arms depot, or at best a remote outpost laying claim to the ice-bound continent in the remote chance that the Third Reich survives the war. Orders, however, are orders.
- A successful Fast Talk roll **Cth** / Persuasion test **Sav** seeking more information about the location of the rendezvous point reveals that Woolley himself is in the dark. Such knowledge is on a need-to-know basis, and Woolley is outside that category.
- A successful Military Doctrine roll **Cth** / Knowledge test with any Knowledge skill related to the military **Sav** will impress upon the investigator the scale of the endeavour. If Woolley's information is correct, at this stage of the war it would take a threat of vast magnitude to support such a joint operation.
- A successful Occult roll **Cth** / Knowledge (Occult) test **Sav** reveals that while Woolley doesn't believe in the supernatural, someone else does. A line of questioning along these lines reveals that the War Council is paying special attention to advice from a group of rather questionable members of the SOE... Section M.
- A successful *Difficult* Knowledge roll **Cth** / Common Knowledge (-2) test (only for military investigators) **Sav** regarding the *Jeremiah* reveals to the investigator that, so far as is known, there is no British carrier so named. Conspicuous also is the lack of "HMS" as the prefix. Woolley admits that the order to transfer the investigators was also the first time he has heard of *Jeremiah*. A critical success on this roll **Cth** / a raise on the roll **Sav**, however, will reveal that the name is attached to a mysterious Project Habakkuk, of which no more is known.

At one point in the conversation, Woolley reacts as if he's just remembered something important and steps over to a small corner safe in his office. From under his uniform blouse, he pulls free a lanyard hanging about his neck, with a key depending from it. He opens the safe and removes a small, unmarked envelope from the top shelf. This envelope is then handed over to the highest-ranking member of the group, or the one who seems the most likely in charge. (If this is not clear, the Keeper should base this choice on APP, EDU **Cth** / Charisma score **Sav**, profession, or some combination of these factors.) Inside the envelope is a small key on a steel chain. Woolley tells the investigator that he received this in the packet of re-deployment orders, with instructions to pass it along in this briefing. A successful *Easy* Locksmith



roll **C_{th}** / Lockpicking (+2) test **S_{av}** will tell the investigator that the key is likely to a small safe or lockbox. It is British made, but has no other distinguishing characteristics.

With that, Woolley tells the investigators that they have one hour to gather their gear and assemble at HMS *Atlantic Isle*'s airstrip, ready for redeployment.

Into the Wild Blue

When the investigators report to HMS *Atlantic Isle*'s airstrip, the wind buffets them, as if pushing them away. On the runway, a ground crew readies a U.S.-built Douglas C-47 Skytrain "Dakota" cargo transport for immediate takeoff (see KG, p.137 for statistics for the Dakota). A man in cold-weather pilot's garb walks over to the investigators and introduces himself as Captain Richard Whitaker, on loan from the U.S. military (he does not specify which branch), acting as co-pilot on the trip. The pilot, he says, is Lieutenant William "Bill" Peasley, seated in the cockpit going through the pre-flight checklist. The radio operator and navigator — Aircraftmen Standish and Blake — are assisting the pilot. Whitaker does his best to usher the investigators aboard the craft. They've a long flight ahead of them, he says, and he hopes they've packed for cold weather.

The crew of the flight are RAF pilots, as described on KG, p.46. If any of the investigators are qualified as navigators or radio operators (possessing the Navigate or Radio Operator skill of 40% or higher, respectively **C_{th}** / Knowledge (Navigation) or Knowledge (Communications) skill at d6 or higher, respectively **S_{av}**), they will be pressed into service instead of Standish or Blake. Similarly, an investigator known as a pilot (possessing the Pilot skill of 40% or more **C_{th}** / Piloting skill at d6 or higher **S_{av}**) will be asked to serve as co-pilot.

Aside from some cargo (foodstuffs, cold weather gear, and medical supplies, primarily), the interior of the Dakota is almost empty, its 30-person capacity occupied only by the investigators. Stacked on the side-mounted benches are a half-dozen heavy fur-lined military-issue parkas, stocking caps, and a neatly folded stack of thick wool blankets. The investigators are left to make themselves at home, donning cold-weather garb for the flight, and buckling themselves in. Peasley yells back that the flight is going to take just over eleven hours, weather permitting.

Almost immediately, the plane takes off, steers away from Tristan de Cunha's volcanic peak, and then eases up into the clouds. After a minute of climbing, the plane rises above the cloud layer and stark November sunlight reflects into the cabin. An investigator making a successful Navigation

check or a Pilot (any) roll **Cth** / a successful Knowledge (Navigation) or Piloting test **Sav** will determine that the current heading puts the destination at St. George and the South Sandwich Islands (on which there is no airbase), the Falkland Islands, or somewhere else. *Jeremiah*, whatever it is, is in the South Atlantic Ocean or the Southern Ocean, near Antarctica. Asking Whitaker or Peasley will confirm this. The plane's typical fuel supply would normally not be adequate for such a long voyage, but as empty as it is, it should reach its destination, if only on fumes.

Some Dark Reading...

Shortly after takeoff, Captain Whitaker steps back from the cockpit to check on the investigators, seeking out the one given the key during Woolley's briefing. He has in his hands a briefcase with a pair of handcuffs, one locked to its handle. He apologizes and asks the investigator to hold out a hand, then locks the cuff around their wrist. One of the keys, he says, is in his charge, while the other is at their destination. Whitaker says that he had orders to deliver this just after takeoff, and has no idea what is in it. Additionally, his orders were to leave the investigators alone while the briefcase was open, and under no circumstances to discuss the contents with them. The briefcase and its contents are now in the investigators' custody, and will undoubtedly need to be transferred over to their new commanding officer, whoever that may be. Whitaker then leaves and closes the door to the cockpit, leaving them alone.

Though the voyage to Antarctica
is a slow one, *Jeremiah's* crew
is busy preparing for war.

The briefcase itself is of a fairly sturdy construction and surprisingly heavy. It has a SIZ 3, 8 points of armour, and 25 Hit Points. Opening it by force requires a STR vs. STR 20 resistance roll, or a successful roll of the Locksmith skill. **Cth** / It can be forced open (Toughness 8) or its lock can be picked (Lockpicking test) **Sav**. Alternatively, and far easier, the investigator's key unlocks the briefcase.

Inside is a flat metal box, 12" × 10" × 2" deep, made of grey enamelled steel. It is plain and without markings. It could be any safe deposit box in any modern bank. Shaking it reveals a rustling sound, as if full of papers. The key provided by Woolley opens the lock easily. Inside are three manila folders, each marked with the distinctive "EYES ONLY" designation of the SOE's mysterious and clandestine Section M (or "Majestic," if the investigators work for the U.S. government). The folders' titles and contents are as follows:

- **"PABODIE"**: This file contains a transcript of William Dyer's testimony about the Miskatonic University mission to Antarctica and the grisly fate met by the majority

of its members. This expedition is described on p.12 of the **Introduction**, and the Keeper is encouraged to summarize the events for the investigators. Many stark photos depict Lake's dissection of the elder things, and later, the grisly remains of Lake's crew and the sled dogs. **Cth** Sanity loss 1/1D4; *Cthulhu Mythos* +3 percentiles; *average two weeks to study and comprehend*. Spells: none. **Sav** **Language**: English. 2 successful rolls needed to read the book. **Spells**: none.

- **"STARKWEATHER-MOORE"**: As with the prior file, this contains the transcripts of the participants of the later Starkweather-Moore expedition, police reports from before and after the expedition, an inquest into the events that transpired, as well as photos of pieces of physical evidence recovered from Antarctica. As above, the Keeper should summarize the information provided on p.13 of the **Introduction**. **Cth** Sanity loss 1/1D3; *Cthulhu Mythos* +2 percentiles; *average one week to study and comprehend*. Spells: none. **Sav** **Language**: English. One successful roll needed to read the book. **Spells**: none.
- **"RITSCHER"**: This report has been translated from German, and was recovered through the efforts of agents within Nazi Germany. It contains information about the Ritscher expedition to Neuschwabenland, including the discovery of the elder thing tower and the *Blauer Kristall*. It contains many photos of the tower. Notes indicate that oversight over all issues relating to Antarctica have been given to the Nazi faction known as *Nachtwölfe*. The Keeper can summarize the information provided on pp.12–15 of the **Introduction**. **Cth** Sanity loss 0/1D2; *Cthulhu Mythos* +1 percentile; *average one week to study and comprehend*. Spells: none. **Sav** **Language**: English. One successful roll needed to read the book. **Spells**: none.

Cth Though the files would take weeks to properly study and digest, a cursory reading will provide the investigator with a basic understanding of the subject of each file. The Keeper should use the rules for skimming *Mythos* books on p.93 of *Call of Cthulhu, Sixth Edition*.

One further item is a thick manila envelope containing a metallic object. Opening it reveals a flat metal disk stamped with a swastika. It looks as if it was affixed to some sort of pole, cut cleanly off at the base. A roll of any applicable science skill or a Knowledge roll **Cth** / A Common Knowledge test **Sav** identifies the metal as aluminium. A small tag is attached to it by string, identifying it as being taken from "Neuschwabenland."

During the rest of the flight, the investigators are free to do as they please, though their options are limited. They can stretch out on the benches and sleep, or engage Whitaker in conversation. There are several thermos bottles of hot coffee and some sandwiches wrapped in waxed paper if anyone is hungry, and cigarettes can be borrowed from any of the crew

if desired. After six hours, it grows dark outside the plane. The cabin is cold and the engine noise is loud, making it difficult to obtain any restful sleep.

Island on the Move

Twelve hours after takeoff, the Dakota begins to descend into the cloud cover, eventually dropping through into the night sky below. Standish, the radio operator, begins signaling for *Jeremiah's* location, and is quickly answered by a set of coordinates, which he passes on to Blake, the navigator. The plane flies through the near-pitch darkness, and then off in the distance, a light appears on the horizon where the obsidian plane of the ocean meets the velvet dark of the sky. Whitaker tells the investigators that their destination is in sight. A successful Spot Hidden roll **Cth** / Notice test **S^{av}** for any investigator looking through the front windows sees that the lights are coming from a huge structure that must be some kind of island, though a regular shape one.

As the Dakota draws nearer, the investigators see that it is indeed an aircraft carrier, but a strangely made one. Larger and lower than any they may have seen prior. The hull, rather than being steel, is dull brown in colour, and the

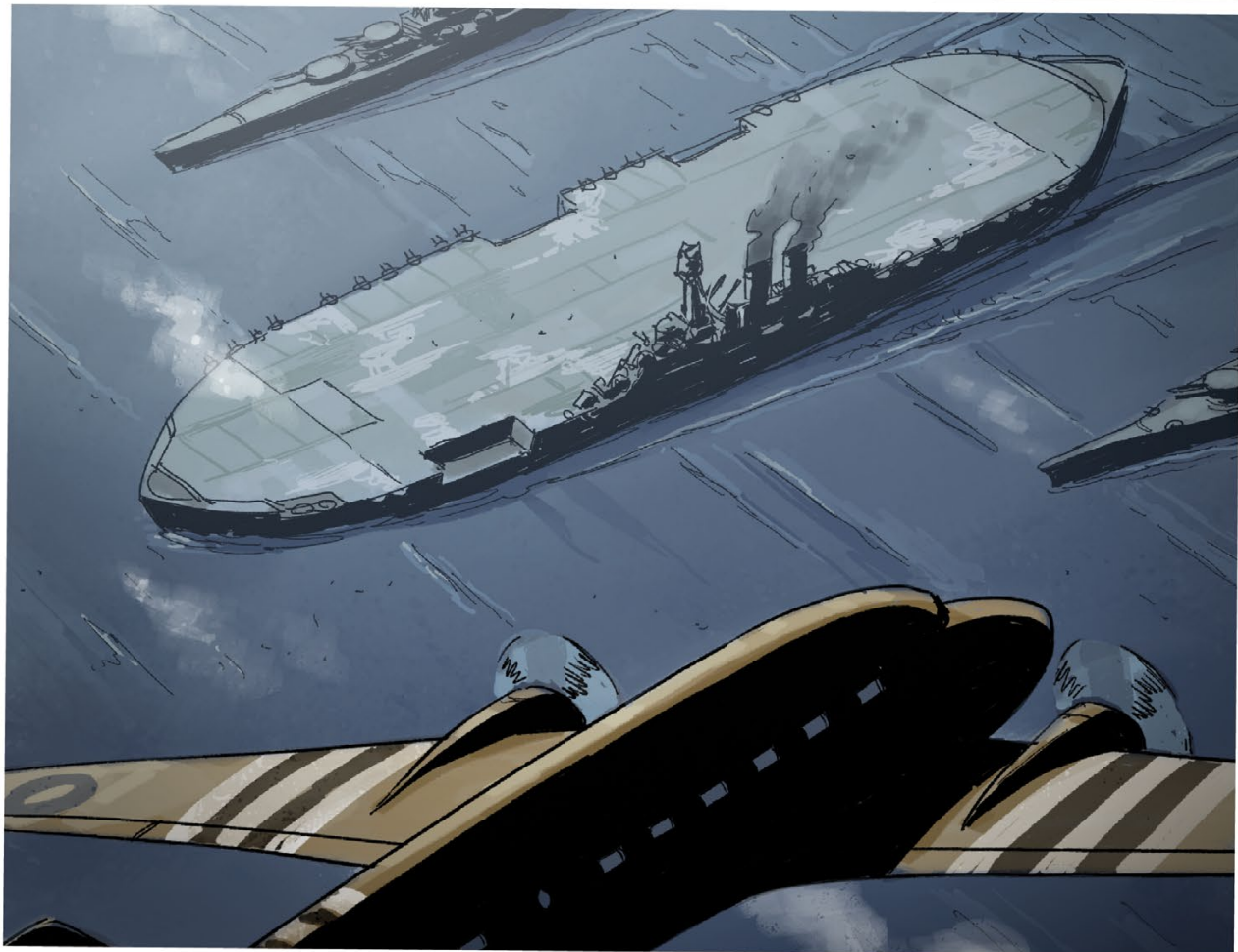
deck is of a similar material. It flies the British flag. Mist or steam surrounds it, as if vented from countless places along the hull. Two destroyers flank it on either side, one bearing the flag of Her Majesty's Navy and the other bearing the stars and stripes of the United States. Standish gets clearance, and the Dakota spirals in for a landing on the deck of the massive carrier. All three vessels are stationary at the moment.

When the plane taxis to a stop, ground crews hustle around it, while its own crew commences with their post-flight tasks. Whitaker steps back, opens the door for the investigators, and salutes. "*It's been a pleasure, sirs*" he says, and offers to help them with any luggage as they disembark. When the investigators have removed themselves onto the flight deck, a boffin in heavily insulated coveralls steps forward, salutes, and introduces himself as Warrant Shipwright Embry.

"Welcome to Jeremiah, gentlemen!"

A Quick Tour

Embry says that the investigators are expected, and gives special deference to the investigator with the briefcase affixed. The briefing started an hour or so ago, and when the



The Good Bergship *Jeremiah*

The brainchild of English boffin Geoffrey Pyke (p.72), *Jeremiah* is a massive mobile island — a *bergship* — made of pykrete (a mixture of wood pulp, sawdust, and ice) that serves as a combination military base and aircraft carrier for the planned assault on Antarctica. The product of Project Habakkuk (mentioned prior on p.12), *Jeremiah* is the first such functional vessel created, at a scale dwarfing the largest seagoing vessels ever constructed. It is intended for use as both an aircraft carrier and a mobile command base, an intriguing concept set forth by Pyke, allowing a sea-based hub of operations upon which joint military, naval, and aerial combat activities can be coordinated, with none of the strategic weaknesses of a ground-based locale. However, *Jeremiah* is much less technologically sophisticated than it should be, due to its being assembled at great haste, with many features cut, incomplete, or missing outright.

See the The Birth of Project Habakkuk (sidebar, p.49) for the history of how this unlikely mobile island fortress came to be.

DESCRIPTION

In its current state, *Jeremiah* is a behemoth: a roughly rectangular island nearly 2,300ft (700m) long and 500ft (150m) wide, sides roughly curved, with two corners cut into the rear, standing 100ft (30m) above the waterline and 65ft (20m) below, vaguely reminiscent of an aircraft carrier. Its estimated displacement is 2.5 million tonnes. The aft's cut-in corners feature massive steam turbogenerators mounted within them, each sprouting heavily insulated ventilation shafts that direct engine heat outward and away from the vessel. Standing between these motors is a cylindrical tower sunk into the ice and extending below the waterline, housing the ship's massive tail rudder, and another similar emplacement dots the front. Thirty-two smaller motors line the back of the vessel, set into nacelles at sea level. Fore and aft reconnaissance and command towers (called "islands") stand several stories above the deck level slightly off-centre, with telephone lines connecting them sunk in the icy surface beneath the deck.

The bergship's pykrete surfaces are a dingy brown, and the majority of the deck is made of wooden slats and steel plates fastened onto metal rails sunk into the pykrete surface (a temporary solution: the original plans called for an all-steel deck). Rows of Quonset huts, barracks, aircraft hangars, and maintenance sheds stand in a line alongside the wide airstrip that makes up the majority of the deck. Additionally, the telltale shuttered apertures of torpedo tubes are installed above and below the waterline. The hull appears rough and brown, inlaid with steel cabling and coolant tubes to keep it from melting.

The overall impression is makeshift and incomplete, without safety features such as guardrails. Small metal sheds containing inflatable lifeboats are dotted along the edges,

and a number of turrets featuring mobile spotlights are regularly spaced across the deck, with cranes, winches, and rolled rope ladders set along the rim. Six enormous pumping stations are set three to a side along starboard and port, with window-washer-like scaffolding allowing access for hull repair while the vessel is at sea.

Jeremiah's interior hull is 50ft (15m) thick pykrete, reinforced to be able to withstand torpedoes, with sections of the inner structure made far thicker, creating a cellar-like warren of chambers and interior spaces. Due to the wood smell and the constant dampness, the interior is far more akin to being underground than inside a naval vessel, though unlike traditional metal ships the interior is smaller and more cramped, with more space given to the exterior hull and the surrounding layer of landing craft.

The bergship's turboelectric engines produce almost 32,000 horsepower, but its speed is still a lowly 7.4 knots/hour (roughly 8.5 mph (14km/h), or just over 200 miles (322km) per day if weather is not a deterrent). The ship's engines consume an astonishing 130 tonnes of diesel fuel daily, with interior tanks holding enough fuel for a 7,200 mile (11,600km) journey: an adequate supply to journey to Antarctica and back, if the vessel survives the assault.

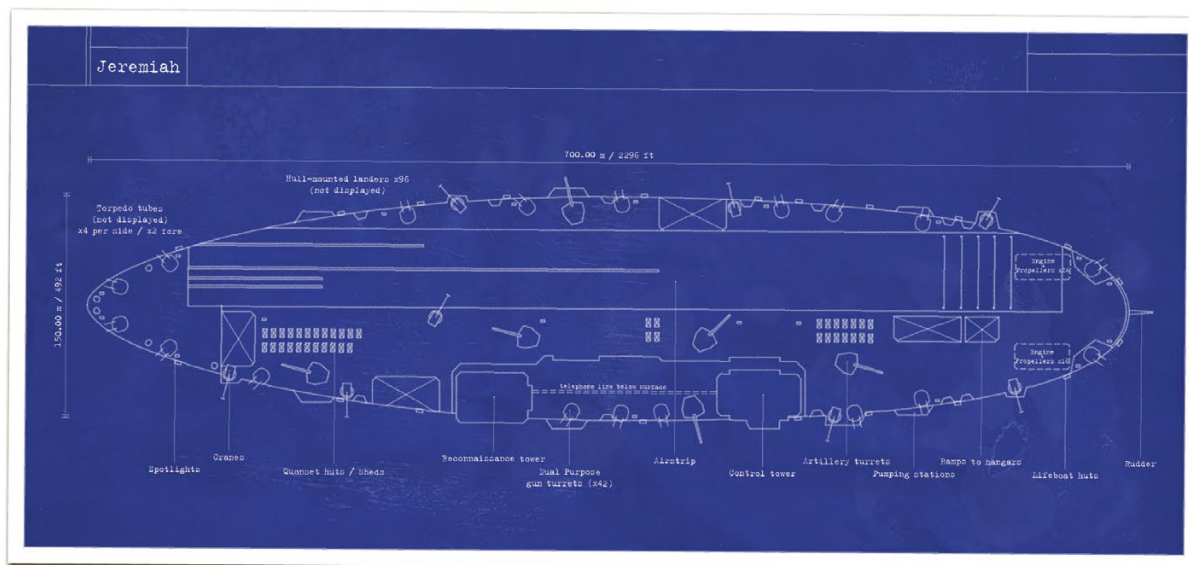
In general, the bergship's interior is cold, due to the ever-present cooling rods and ductwork throughout, keeping the pykrete stable and frozen, and in areas adjacent to the pykrete hull, one's breath is visible. Electric lights flicker occasionally, and electricity conservation is the norm. On the outermost spaces, the pykrete hull is visible, but for the most part metal and wood make up of the interior walls and floors. In spaces where pykrete is visible, it is inevitably set with wooden planks to ease walking, has metal struts and supports protruding from it, and has cooling elements set into it. Despite these efforts, there is a near-steady drip of melting pykrete, and surfaces are often glazed with frost or condensation. The smell of wood pulp is always present, no matter where on the ship one goes, and the thrum of engines is never far away, whether from the turboelectric motors providing propulsion or the electric cooling engines.

Another odd side characteristic of the bergship's nature is that the crew is reluctant to refer to it as "her" (as is the tradition in the British Navy and elsewhere), and instead call the bergship "it." This was not a consensus or an overt decision, but nonetheless it has caught on. There is a considerable amount of distrust amongst the crew about the bergship's seaworthiness, and no small amount of fatalism that the journey to Antarctica is a one-way journey, regardless of the outcome of the battle.

ARMAMENTS, AIR-, LAND-, AND SEA-CRAFT

Jeremiah is heavily armed, though less so than a traditional metal aircraft carrier. Chief amongst its armaments are its

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guns: a series of 42 dual-barrelled 4.5" DP (dual-purpose) gun turrets set at regular intervals across the surface and into the ridge of its outer deck. Additionally, half a dozen 6" anti-aircraft deck guns are distributed along its length. Unlike many aircraft carriers, *Jeremiah* also boasts ten torpedo tubes below the waterline along its flanks and fore (four per flank and two fore), specifically as U-boat deterrents.

Less obvious to observers is that some portions of the fore, port, and starboard lengths of the outer hull are made of a layer of shallow rectangular landing craft, each roughly 18ft (5.5m) wide and 32ft (9.75m) long. These are affixed upright and inset into the hull as an additional layer of armour. Made of pykrete, these icy versions of traditional beach landers are also coloured brown, their hulls 3ft (1m) thick, shaped like shallow shoeboxes. Each is held onto the hull by a mechanical latch that can be discharged easily when it is time. These landers are intended to be dislodged when the ship is ready for a beach landing, detaching and dropping into the water with winches to guide them so that they hit the water right-side-up. Ground forces will then board the landers via rope ladders as engineers ready easily-attached outboard motors and rudders to guide them beach-ward. This aspect of the assault has not yet been tested, and there is an undeniable air of scepticism about it. There are 96 such landers in total, each capable of accommodating 36 men and their gear, though at least two dozen of them are intended to transport dogs, sleds, and ground vehicles for the ground phase of the assault.

Its complement of military vehicles for the assault includes 164 twin-engine bombers and fighters stored in hangars on deck and in the below-deck hangar. Rather than an elevator or crane to lift ships, they are towed up a long ramp between decks. The planes are a mixed representative of the countries of origin: British Spitfires, Mosquitoes,

Fairey Swordfishes, and Lysanders as well as American P-51 Mustangs, B-24 Liberators, and C-47 Dakotas, among others. The Dakota that the investigators arrived on will be added to this vessel's roster of planes, and they may run into Peasley, Whitaker, or the other crewmembers while they're aboard *Jeremiah*.

In addition to the experimental pykrete beach landers, there are jeeps, forklifts, tows, and other land-based vehicles for the bergship's daily operations. For the ground portion of the assault, there are 80 dogsleds (currently disassembled), twenty eight Allis-Chalmers M7 snow tractors, sixteen right-off-the-line Bombardier Mark II "Penguins," three experimental screw-propulsion snow track vehicles (based on designs by Pyke), 17 T-15s (the later iteration of Pyke's snow-track vehicles), and thirty-two U.S.-made M29 "Weasels." These vehicles are all intended to be transported to the shore aboard the pykrete landers. Statistics for the screw-track vehicles, T-15s and Weasels are provided on pp.136-137.

Along with its own complement of aircraft, *Jeremiah* is accompanied by the two destroyers: the HMS *Icarus* and the USS *Massey*. Both are fully crewed and working in tandem with the bergship, tasked with its defence, and are each expected to participate fully in the Antarctic assault. *Icarus* is an I-class destroyer with the colourful Captain Douglas Maude in command. Maude carries a long cudgel of polished wood, using it almost as a means of punctuation, and has a German shepherd named Wilkie. By contrast, *Massey* is an Allen M. Sumner-class destroyer, launched a mere half-year prior, that has been hastily redeployed from her stint in Okinawa's coastal waters. She is captained by Commander Eric Warren, Jr., a garrulous and thoughtful captain with a quiet demeanour and a habit of pipe smoking. The two commanding officers get along famously, and both share deep reservations about the seaworthiness of *Jeremiah*.

POINTS OF INTEREST ON JEREMIAH

The following areas on the bergship are likely to be of the most interest to the investigators as they acclimate to their new surroundings, or areas to visit during the course of their passage to Antarctica. These are only a representative sampling of the facilities located on the vast ship, and the Keeper is encouraged to describe additional areas as required. The lack of a particular facility or component in the list below does not mean that it is nonexistent, though some of the less-critical facilities traditionally found on an aircraft carrier are not present, cut for expediency, and are either empty rooms or being used for other purposes. Facilities on *Jeremiah* are presented in the order they will most likely be visited.

Flight Deck: The vast flight deck is, as noted prior, almost 2,300ft (700m) long and 500ft (150m) wide, roughly a fifth of which is covered with metal sheds, Quonset huts, exterior vehicle hangars, gun turrets, the fore and aft islands, the rudder tower, and the turboelectric generators at each corner. The landing strips on the flight deck are covered with corrugated steel plating and receive regular dustings of gritty soil and sand to keep them from becoming icy. At any given time, there are hundreds of sailors working on the flight deck, less so at night when it becomes shrouded in fog, almost akin to a city street or an airport.

Cabins: Approximately 100 small cabins are located throughout the bergship, reserved for officers and distinguished visitors. These are fairly basic and without much charm, being little more than a bunk, a locker, and a small writing/eating desk. Ten of these are slightly more accommodating, with larger tables or workspaces. The investigators will be assigned to a handful of these. Unfortunately, adjacent quarters were not possible and as such, the investigators' accommodations are scattered throughout the bergship.

Crew's Quarters: There are approximately 32 crew's quarters located throughout the ship, each accommodating between 50–100 crew and passengers. These are typically full of rows of bunks stacked four high, with vertical lockers and footlockers adjacent. Crewmembers sleep in shifts, though most of the time there are likely to be dozens of seamen awake, whether talking, reading, playing cards, smoking, or indulging in boisterous horseplay.

Command Centre (Aft Island): The location for the initial briefing, this is a command room with navigation and controls for the bergship, with an adjacent situation room. Three sides of the centre are windowed and have views of the sprawling flight deck below. The command centre is reachable via a spiral staircase. Two security guards flank the entrance, and there is always an armed officer on duty within the command centre.

Hangars: There are two large hangars and eight smaller hangars below decks, all reachable via two large ramps leading to the main flight deck. The largest of these is roughly 900ft (275m) long and 500ft (150m) wide, with ceilings upwards of 60ft (18m) in height. They are generally quite active, with flight crews and technicians tending to their

craft, refuelling them, and keeping them in fighting trim. The ground is inset with wooden planks and is regularly kept fastidiously clean to prevent grit and wood sawdust from getting into the plane engines. The larger hangars are big enough that wind from the flight deck comes down the ramps and whistles through the hangars, though it is rarely quiet enough to hear.

Engine Rooms (Port and Starboard): The starboard and port engine rooms each house one of the two massive turboelectric generators tasked with running the bank of 32 propellers at the tail of the bergship. Each engine room is a clamorous, multi-floor chamber, smelling of engine oil and metal, with walkways running through a veritable tangle of pipes, ducts, engines, and turbines. Despite the scale, the engine rooms are quite cramped, with narrow scaffoldings and walkways threaded betwixt large banks of machinery. The engineering control sections contain walls of gauges, indicators, and controls, with pressure valves and levers throughout. Noise from the generators here is incredible, though small bins of rubber earplugs and racks of earmuffs are always available, located next to the entrances for each room, beside the duty roster check-in clipboards. This engine room is not altogether different from that on any other aircraft carrier or large naval vessel, but for the scale, and that much of the steam and heat is vented outwards, to avoid excess warmth which could cause the pykrete to melt and degrade.

Infirmary/Dispensary: There are three small infirmaries aboard, but the largest and best-stocked is adjacent to the hangar below-decks. The ranking medical officer aboard *Jeremiah* is Doctor Ranjit Bannerjee of the RMAC (Chemistry 35%, First Aid 90%, Forensics 40%, Medicine 75%, Cthulhu Mythos 14% **Cth** / Healing d10, Knowledge (Mythos) d4 **Sav**). Bannerjee is all-too-familiar with the Secret War, and has fought against Black Sun in his native India. Investigators will find a ready ally in Bannerjee, who will give them access to the facilities and provide any needed supplies. The dispensary is a smaller office located near the infirmary, where crew and passengers can get basic pharmaceutical remedies without requiring an examination or medical supervision.

Refrigeration Plants: There are eight refrigeration plants responsible for cooling the bergship, spaced regularly throughout its hull, four to a side. Each features a large-scale industrial cooling unit, essentially a large turbine connected to a network of ducts and pipes running the length of the vessel, sluicing cold air and ice-cold water throughout to keep the pykrete in its frozen state. They run on electric power, yet are independent of the ship's turboelectric generators.

Reconnaissance (Fore Island): The fore island on the air-deck is utilized for visual reconnaissance and additional long-range sensing, with telescope-ringed spotter decks ringing it and the inside filled with detection devices, from sonar (the emitters and detectors installed alongside the lowermost spans of the bergship's hull, far beneath the waterline) to

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some newly-developed RADAR equipment (though technicians are still struggling with it). A dedicated phone line runs between the fore and aft islands, buried within the pykrete of the flight deck, and semaphore flags are available in the unlikely occurrence that communication is severed between the two towers.

Arsenals: The most secure compartments within *Jeremiah*, these two storehouses contain the vast arsenal of weapons required for the assault. Each is guarded night-and-day, with an additional guard within, watching over the immense number of handguns, rifles, semi- and automatic rifles, rocket launchers, bazookas, etc. Currently the arsenals are full-to-bursting, and the crew are busy shelving and cataloguing all of the weaponry in their charge. The Keeper should determine, based on the investigators' roles (military rank, etc.) and the current events aboard *Jeremiah*, whether the investigators will be able to requisition firearms and ammunition themselves, or whether they will require authorization from a commanding officer.

Master-at-Arms and Brig: There is a small office set aside for *Jeremiah's* Master-at-arms, the chief petty officer charged with law enforcement. The current Master-at-arms is Ronald Ames, a seasoned marine with an impassive, vaguely irritated demeanour. Two holding cells — one large and one small — make up the entirety of the brig, and thus far, they've been unused. Ames spends most of his time overseeing the arsenals (above).

Galleys: There are two galleys — one extremely large and one smaller one — capable of handling the thousands of hungry crew: sailors, pilots, soldiers, and passengers, though not all at once. The smaller galley is fore and is usually reserved for officers and visiting guests, and the larger galley is mid-ship and has one wall used for a movie screen for entertainment. The officer's mess has individual seats and wooden tabletops, while the crew's mess has long aluminium benches and tables. The small galley can comfortably seat 40 at any given time, and the larger galley can seat 200, though the crew often crowds it and eats standing up before dashing back to their shifts. The galleys' refrigerators have pykrete walls, to maximize thermal efficiency. With staggered mealtimes, these are rarely full, but night or day there are inevitably a few souls enjoying the relative quiet.

Kennels: Two of the smaller hangars were converted into kennels to house the hundreds of sled dogs required for the assault. These dogs were flown in from northern Allied nations, and are tended by a small crew of devoted sailors, happy to be assigned to such an unusual duty on a naval vessel. Though they keep the kennels clean, the smell is fairly strong, even from down the hallway. There are almost 1,000 dogs, and their care includes taking them out periodically for runs around the perimeter of the kennels. If stats for the dogs are required, use those from p.204 of *Call of Cthulhu*, **Sixth Edition**, replacing STR with 1D6+6, CON

with 2D6+6, and SIZ with 1D4+3 **Cth** / use the stats for Dog/Wolf from **Bestiary** in the *Savage Worlds* rulebook **Sav**. The crew of *Jeremiah* is uncertain as to the rationale for such a large force of dogs and dogsleds: given that the announced target is a coastal base.

Magazines: The heavily armoured compartments where the bergship's ammunition is stored, from bullets used by the deck guns, shells for the cannons, depth charges for defence against U-boats, to its supply of torpedoes. *Jeremiah* has sixteen magazines, all located below the water line, each adjacent to a cargo elevator running up to the flight deck, or chutes leading to the torpedo tubes. As with the arsenals, the magazines are heavily guarded and shielded, and emergency controls allow for immediate flooding if a fire breaks out in any of them. Two armed guards are on duty at all times outside each magazine, and another is on guard within, in addition to the crew who man them.

Ship's Stores: Also located proximally to the frozen inner hull, the ship's stores are vast, long storage compartments containing all of the food, drink, gear, and other essentials that will be required for the Antarctic assault. These are usually watched by a single clerk apiece. Requisitioning gear outside of standard chain of command takes a successful Institutional Lore or Fast Talk roll **Cth** / successful Persuasion test **Sav**.

Religious Services: There is no dedicated chapel aboard *Jeremiah*, but religious services are held in the large and small galleys by two military chaplains: Lieutenant Colonel Thomas Montgomery (Anglican) and Lieutenant Colonel Nathan Shapiro (Jewish). Both men are available for religious or psychological counselling in their quarters.

CREW AND PASSENGERS

The crew complement stands at almost 1,700 enlisted crewmen, chief petty officers, warrant officers, and officers, and nearly 1,200 additional marines, soldiers, and pilots from Allied armed forces are also being transported. The vessel has space for at least an additional 800, but the need for haste and secrecy meant that *Jeremiah* had to depart the Falkland Islands with a less-than-full complement. The plan is that if additional Allied nations can divert vessels to rendezvous with *Jeremiah*, any able-bodied men can be housed within her icy hull. Almost all those aboard *Jeremiah* are male, though some of the passengers are female, representing aides and other specialists from the Allied nations. Most (80%) are English, with the remainder being Australian, New Zealander, American, Canadian, or French, with a smattering of Soviets, Danes, and Norwegians, as well. This level of integration of a multi-national crew is as unorthodox as it is sobering.

Additionally, the flight crew for the Dakota that ferried the investigators to *Jeremiah* are also transferred to this assault force, and the investigators may encounter one or more of them during day-to-day activities aboard the bergship.

investigators' plane arrived, Pyke sent him to go fetch them. There'll be time to stow gear later and get the grand tour. Right now, a room full of VIPs are waiting for them. With that, he beckons to the investigators to follow him. If they're lugging a lot of gear, Embry will help out and can summon additional flight deck crew to assist.

Embry is described on p.60 of this chapter. The Keeper should become familiar with his write-up, keeping his background in mind whenever he answers the investigators' questions or makes small talk with them.

They walk as directly across the flight deck as possible, given the number of aeroplanes being serviced, and quickly descend beneath the flight deck into the surprisingly cold bowels of the ship. *Jeremiah* is described in detail on p.39 for the Keeper to refer to during this quick walk. Any successful use of skills such as Combat Engineer, Electrical Repair, or Mechanical Repair **Cth** / Repair **Sav** at this time will reveal that the vessel is still under construction, with crew working at a near-frantic pace to ready it for combat. Embry is happy to answer any questions about the vessel, but doesn't know much about the mission itself or what the investigators are doing there. If asked, he identifies "Pyke" as none other than Sir Geoffrey Pyke, noted inventor, military theorist, and designer of the very vessel the investigators are walking through!

He explains that the ship is mostly made of "pykrete," a composite material made up of ice and wood pulp. Lighter than steel and nearly indestructible! *Jeremiah* was constructed in a fraction of the time and cost it would take to build a

regular aircraft carrier, and its greater mass and nature make it more stable as a platform than a traditional carrier. The investigators likely haven't heard of it because the project was mothballed a while ago, but started up suddenly.

With Embry as their guide, the group moves rapidly through the bergship's corridors, passing a full complement of sailors, engineers, technicians, and others, on their way to a door labelled "Briefing," immediately adjacent to the officer's mess. Just outside the door, he pauses. The walls and door are not thick enough to muffle the loud voices coming from inside. Embry wishes the investigators luck and opens the door, ushering them into the room.

The South Atlantic War Council

Inside, a dozen men in various uniforms stand, interrupted momentarily, the air still rife with the emotions of their vigorous debate. The constellation of medals, insignias, and badges decorating their uniforms mark them as commanding officers of several Allied powers and branches of service. Several tables are covered with maps and files, and the largest table is dominated by a map of Antarctica. One of the walls is set up with a projection screen, and a small film projector is on a stand, idle. Most of the chairs are pushed back against the wall, and only one man is seated, the sole person dressed in a suit rather than a uniform. Incongruously, a German shepherd sits on the floor in one corner, chewing on a long, braided piece of rawhide.



Depending on their military branch and any successful Institutional Lore skill rolls **Cth** / Common Knowledge tests for military investigators only **S^{av}**, the investigators may recognize some or many of the officers gathered in the room. Any American investigator who makes a successful Knowledge roll **Cth** / got a raise on the previous Common Knowledge roll **S^{av}** will recognize that one of them is none other than Rear Admiral Richard E. Byrd, famous as a veteran explorer of Antarctica and for being the first man to view both of the polar ice caps, a beloved celebrity and all-American hero.

If the investigators have military rank, a great deal of saluting is inevitable. At its onset, the seated man stands up, interrupting, and exclaims that there's quite enough of all this formality. He introduces himself as Geoffrey Pyke, and then in turn introduces the investigators to the leaders of the forces arrayed aboard the assault carrier. He knows who they are, and says that he's read the full report of their experience on Saxemberg Island, which set in motion this entire military campaign.

The officers in the briefing room introduce themselves, and Pyke annotates whenever convenient:

Commander Martin Groves Bell, the British naval officer in charge of *Jeremiah*, tasked with all the fleet operations during the assault on Antarctica.

- Rear Admiral Richard E. Byrd of the United States Navy, the highest-ranking officer aboard *Jeremiah*. Due to his extensive knowledge of Antarctica, he is in direct charge of the actual assault force.
- Lieutenant-Colonel G. Egerton Mott, the chief of the Services Reconnaissance Department of the Allied Intelligence Bureau (AIB), aboard *Jeremiah* in advance of the Australian portion of the assault force.

Also aboard *Jeremiah* for this briefing are:

- Commander William Maude, British Navy, captain of the HMS *Icarus*. He's holding a long slender cudgel of reddish wood, and the German shepherd in the corner is his.
- Commander Eric Warren, Jr., United States Navy, captain of the USS *Massey*. He's just over from Okinawa, and is dubious about this whole enterprise.
- Commander Douglas Southwick-Byrne of No. 200 Flight RAF. His modified B-24 Liberators are set to land soon and will join the assault.
- Group Captain Thomas Montague, RAF, leader of the 1st Airborne Division, otherwise known as "The Red Devils."
- Brigadier Frederick T. Roberts, leader of the 1st Special Service Force, the American-Canadian winter warfare specialists otherwise known as "The Black Devils" and "The Devil's Brigade."

Depending on their backgrounds, the investigators may have encountered one or more of these individuals during their careers prior to entering the Secret War. Additionally, the Keeper can—and should—introduce suitable personalities from prior missions the investigators have participated in (if any), to add to the sense of the momentousness of this briefing and the endeavour as a whole.

Eyes Only

After the introductions and any subsequent exchange of pleasantries, the briefing begins anew, with Bell bringing the investigators up to speed on what has been established. The overall objective is to seize and render inoperable the German base on the coast of Antarctica, which Allied intelligence have learnt is "Fort Ritscher," named for the Nazi officer who scouted the area several years prior. The base, as they know it, consists of an airstrip, a submarine facility, as well as heavily fortified surface facilities that extend underground for an indeterminate depth. *Jeremiah* and its escort are to rendezvous with additional Allied forces en route, including a sizable detachment from Australia, and will arrive off the coast of Antarctica within striking range in two weeks time at current (top) speed.

The purpose of the briefing is to familiarize all of the commanding officers with the mission as it is defined, to share any additional information known, and to come up with an agreed-upon strategy to best utilize the forces at their disposal. Already, there is a strong sense of confusion about what the exact purpose of the assault is, due to the clear victory at hand for the Allies against Germany in Europe, so far away. The recurring question being asked in the room is "*Why this waste of effort against a simple supply depot, or some last stand, when the real action is in Europe?*"

All of these men are loyal to their countries and to the Allied cause, but they do not suffer being sent on wild goose chases, and they resent being kept in the dark. Pyke lets the investigators know that any assistance they can provide in this matter is welcome. Commander Bell, in particular, feels this is a colossal waste of time, and makes it clear that he and this amazing vessel should be returned to the Atlantic theatre of conflict, where they could help bring the war to a quicker conclusion.

At some point in the discussion, Byrd interrupts and turns to the investigators, telling them that they have some information that will help clear things up. He produces a key from his pocket, and offers to unlock the briefcase from around the investigator's wrist. All of the commanding officers give the investigators room, and Pyke clears a table for the contents of the briefcase to be displayed. Byrd reminds all those present that they are sworn to secrecy with the Official Secrets Act or their own national equivalent, and that what they are about to see cannot be shared with anyone outside this room.

Cth The Keeper should assume that while it is possible that some of the assembled military leaders will lose 1 or more points of SAN, none will be sufficiently stricken to go insane—temporarily or otherwise.)

Here is where the investigators get their moment to shine, discussing the events on Saxemberg, the clues pointing to the Nazi base in Antarctica, and revealing the extent of the Secret War and the Nazi ambitions within Antarctica. The Keeper can handle this discussion entirely through roleplaying, with a vigorous round table with the various military leaders, or they can handle things via a more skill-based approach, allowing the investigators to utilize skills such

Rear Admiral Byrd knows of the strangeness of the Mythos, though he has yet to encounter its horrors.

as Persuade, Fast Talk, and Psychology **Cth** / Persuasion and Knowledge (Psychology) **Sav** to shift the positions of various factions from reluctant to enthusiastic. The information from the briefcase will help shift the tone dramatically, with the Allied commanders becoming intrigued and shocked at what they learn.

A Byrd's Tale

When the investigators are finished presenting the information from the briefcase files, Byrd asks for everyone's attention. He states that he would like to tell his own story, which the Keeper can either read aloud or summarize:

"It was on my second trip to Antarctica, in the winter of '34, that I spent five months stationed at Bolling Advance Base. March to August. I was essentially stranded, with the temperatures down below -58 on the warmest of days, and more than a hundred miles from Little America, my home base. I was alone, officially there to expand the exploration and mapping of Marie Byrd Land, making meteorological observations and mapping the stars, but I had other duties... duties that will have to remain classified, even at this time. Extended periods of solitude can break some men, but I must be different that way because I was fine. I had regular radio contact with the base, and I had my work and observations to keep me sane and acute.

"All was routine, without much to break the monotony, until the night I saw them. Strange creatures... flying in the night skies above my camp. I thought they were birds at first, but they were too large, too strangely formed, though I could make out few details. I tried to photograph them, but had no luck. They moved in a bizarre fashion, opening and extending their wings simultaneously, flitting together in a complex dance. The plumage of their tails and their heads were curious, and looked like no other avian species I'd ever seen before. There may have been ten of them, perhaps a dozen. I entertained notions that they were just

some new, previously unobserved species... a flying penguin, if it was possible? And how could they survive in these temperatures? What did they eat? The more I saw of these beings, the more disquieted I was by their appearance. And their cry was worse. As they flew, they gave off a strange noise... a whistling, piping call that haunts me to this very day. I won't repeat it here, nor do I wish to hear it again.

"What were they? I did not know, but my questions were soon answered well enough. One night, as I watched them, I saw their flock split into two. One of them seemed to land, in a space not far from my station. I could not venture far at nighttime, because of the extreme temperature and the danger it presented, but I was certain I could find their landing spot and return without incident. I set out quickly, careful not to tax myself, to find their landing spot before they flew away."

In the middle of Byrd's narrative, a knock sounds at the door, and after Bell calls out, the door opens. Embry—the engineer who brought the investigators to the briefing—asks to speak to Pyke. They confer for a moment in low voices, and exasperated, Pyke tells the assembled officers that he must attend to something in the generator room, and will be back as soon as he is able. They leave, closing the door behind them, and Byrd continues his tale...

"It was not difficult to reach the place they'd apparently set down, but when I got there, it was too late. I had missed them. I looked at the ground for their tracks, and was befuddled. Instead of the expected three-toed birdlike clawed feet, there were many triangular, spade-like footprints, oriented in a bewildering fashion. It took me a considerable amount of time to realize that the creatures each must have had five legs to have made those tracks. But the most remarkable thing was the scale. I'd imagined the things to be perhaps two, or at best, three feet in height, but the span of the feet were at least that length apart. With that spread, the things would be much taller, and their weight was enough that their tracks had sunk into the snowpack far deeper than my own snowshoes.

"Disappointed, I returned the way I came. When I got to Bolling, a terrifying scene awaited me. Light from the door to the station spilled across the landscape, and the creatures were grouped around the station itself, as if inspecting its contents. They were barrel-shaped, with branchlike limbs mid-torso and long tentacles for legs and smaller ones for heads, their wings more fans than those of any winged flier I'd ever seen. Some of them perched on the roof, their wings spread open almost a dozen feet from tip to tip. My possessions were strewn across the snow, and they were examining things with those freakish, branched arms, passing them back and forth to one another, with red eyes at the end of the starfish-like stalks they had instead of heads. I'd mistaken the clusters of grouped tentacles that made up their heads and feet for plumage."

An investigator making a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** at this point will



recognize the creatures as elder things, a race of primeval beings discussed in the *Necronomicon* and the *Pnakotic Manuscripts*.

"Something inside me snapped, and I felt my mind begin to go, lost in terror and some distant, primal panic that overruled all my sense and reason. I shouted... screamed wordlessly, even, and rushed them, waving my arms and my ice axe as if a murderous dervish. They scattered, leaping into the cold night air soundlessly on their huge wings. I saw then that unlike terrestrial fliers, they'd five wings apiece, folding out of long recesses in their trunks. After a few fearful moments, they were gone... or so I thought.

"I ran into the station and entered to see what had transpired inside, only to find another one of them looming inside, filling the room with all its terrifying presence. I cannot imagine such a creature ever was made by God, or any sane Creator. It stood almost eight feet from spade-like foot to the five-lobed crown for a head, and its branched limbs were at least six feet in span from tip to tip. There was something about it that looked more a plant than a warm-blooded being, at the same time evoking the strangeness of deep-sea life. The... thing... moved toward me then, and I stumbled back, falling and hitting my skull against the doorjamb. Sparks, then darkness took me.

"I was not unconscious long, perhaps only seconds, but when I opened my eyes and struggled to my feet, the creature was gone. I assessed the situation. The interior of the station was a wreck, the food stores scattered, various pieces of my radio and meteorological equipment in disarray. Distressingly, and most pertinently, the Primus stove that heated the place was in a state of disassembly, portions of the metal bent back and beyond my ability to fix. I managed to get my radio working once more, but wasn't able to repair the stove, and unbeknownst to me, it began leaking gas when I used it, to the point where I rapidly developed a case of carbon monoxide poisoning.

"I don't remember much else after that, and confess that the days or weeks that followed were mostly a haze. I gather my radio messages to Little America were somewhat deranged, and it's no surprise they quickly sent a rescue team to bring me back. I was weakened and barely sensate when they arrived, and the next thing I knew I was recovering at Little America. I never put down onto paper what happened to me that night on the Ross Ice Shelf. A few years later, on a visit to Hamburg, I was invited to be a part of Ritscher's Neuschwabenland expedition. I declined... was not much interested in being a part of that country's attempts at expanding their territory. No good would come of such aggressive German expansion. But also, some part of me was afraid I'd see those things again. I was proven correct... on both counts.

"I never saw those creatures again... until the classified photos from the Pabodie expedition crossed my desk. And so here we all are. But don't take my word entirely for it, or even the testimonies of these fine visitors, no matter how many photos and documents they've brought before you. Take seats, and someone get the lights. Watch this, and make up your own minds."

Byrd steps over to the film projector, starting it up. After a moment or two, the film begins to roll. The screen goes from white to black. A title card at the beginning states that the reel is the property of the U.S. Department of Defense and that it is classified material. Then the footage begins.

- The first sequence is aerial footage of Ritscher Station, taken from a great distance. Construction is underway. Not much detail can be made out other than the locations of some of the battlements, the shore fortifications, and numerous structures that are likely to be gun emplacements.
- The film then cuts to a different sequence of aerial footage, shot far aboveground, showing a great tower of strange, black stone, jutting out at strange angles from the ground below. It is surrounded by smaller buildings and ruined structures. It has even less detail than the earlier footage, but it is enough to make clear that the tower is like nothing ever wrought by the hands of men, with construction principles and aesthetics utterly alien to mankind.
- A third segment is only a few seconds long, but presents a mountain range ringed with strange black structures that blend into the black stone of the mountains, a ridge of irregular construction that defies the senses in terms of both size and complexity. Enough is shown, though, to see that there is a strong linkage to the strange tower depicted earlier. The vantage point-of-view veers away, as if the plane were leaving the area.
- The film cuts one last time to a snowy field from which jut a few slender metallic rods, shot from a handheld camera on the ground. The camera operator moves towards one of the metal rods, pointing to something on its end. The camera focuses, and it shows a flat metal disk at the top. The camera shakes a bit and the rod moves, as if being rotated by the camera-operator's other hand. The end comes into focus once more and the stamp on it is unmistakable, the swastika. The point of view then swings out to the snowy landscape studded with the metal rods, embedded into the ground as far as the eye can see.

The reel ends with a few long seconds of darkness and a reminder of the classified nature of the film. Then it goes to white. Byrd shuts off the projector and turns on the lights. After a moment of silence, several voices raise at once, their owners expressing startled reactions to what they've just seen.

The Keeper should allow the investigators to take the lead on a summary of the dangers presented, based on what they know. This is a good time for the investigators to use Persuade or even Fast Talk **Cth** / Persuasion **S^{av}** to rally the suddenly demoralized group of commanders, suddenly thrust into this world of occult, alien horrors beyond reckoning. If they do not choose to speak up at this time, Byrd will again take the lead.

Byrd states that, based on the deployment of forces, it's clear that the Nazis are colonizing Antarctica with conquest of the strange black city as their goal. Operatives across the various fronts have noted a southward movement of key Black Sun and *Nachtwölfe* personnel and equipment. Allied intelligence points at these groups making Antarctica the site of their last stand, though there is compelling evidence to point at this being a desperate gamble towards an unknown end. What do they hope to find there? Records from the Pabodie expedition indicated there was nothing remaining but death there, but the Starkweather-Moore and later Ritscher expeditions point at something far grander, and far more terrifying. It is up to the men in this room, and the forces they represent, to stop them.

As if on cue, there is a muffled sound, akin to an explosion, and the very floor and walls of the briefing room shudder. At the same time, the lights flicker. Bell strides to the door and ends the meeting, leaving with the two guards. An emergency klaxon begins to blare a warning. A moment later, another guard runs up to the open door of the briefing room and breathlessly exclaims that "*There's been an explosion in the generator room!*" Investigators paying attention will remember that Pyke was *en route* there when he left the briefing.

Fire in the Hole

At once, there is a bustle of activity! The other commanding officers make their way out the door, and will quickly head back towards the command deck, to assess the situation. When (or if) the investigators leave the briefing room, they will see crew running aft, towards the generators.

If the investigators choose to sit this out, and not get involved, they will find themselves left alone for several hours. Eventually, Commander Bell sends an officer to escort them to their rooms, at which point they'll be left to their own devices until the morning and will receive a briefing on the events of the night.

If the investigators choose to get involved, they will need to make their way aft to the starboard engine room. The route is fairly obvious (a successful Idea roll **Cth** / Smarts test **S^{av}** will suffice), and an investigator with any naval experience or time spent on big ships will be able to find the way. Alternatively, the investigators can simply ask directions, or can follow the damage control crews as they rush to the scene of the explosion. This time of crisis is a good time for the Keeper to introduce sections of *Jeremiah* (described

on p.41, following), as viewed during their rapid passage through the vessel.

As the investigators near the scene, the corridors begin to smell of smoke, and grow noticeably warmer. Water drips from the walls, and ceiling: even those that are not made of pykrete are getting runoff water from the pykrete melting on decks above. At the engine room, the scene is bedlam: damage control crews attempting to quell the tenacious flame as it licks along the walls and ceiling, and the entire chamber filled with smoke.

Cth Every three rounds (starting when the investigators enter) the Keeper should ask for a roll of CON×5 to avoid being affected by the smoke: failing this will make all skill rolls *Difficult* while dealing with coughing and irritated eyes.

Sav Follow the Smoke Inhalation rules in the **Hazards** section of **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook during the entire time the heroes spend here.

The heat has died down somewhat, but is still intense. Men lay on the ground, unconscious or dead, and the air is rife with the cries of the injured. A bucket brigade is being formed, and fire hoses are being readied to stop the blaze.

Cth The Keeper should consult the spot rules for fire and explosions on p.57 of *Call of Cthulhu, Sixth Edition*. The fire does 1D6+2 points of damage per round to anyone who gets too close. Investigators should make DEX×5 rolls to avoid contact with the flame each round if they are entering areas on fire, and should make further CON×5 rolls each round to avoid being overcome by smoke. Any reasonable means of prevention (handkerchiefs, goggles, dampened clothing, etc.) may make the CON or DEX rolls *Easy*. Additionally, the spectacle of danger, pandemonium, and death may provoke SAN loss. Investigators unaccustomed to the sight of men dying in such conditions should make Sanity rolls with a possible 0/1D3 point SAN loss.

Sav Consult the rules for Fire Damage in the **Hazards** section of **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook. If the investigators get too close to the fire, roll to see if the fire spreads to them (a 6 on a roll of 1d6). Additionally, Investigators unaccustomed to the sight of men dying in these horrendous conditions must make a Nausea (–1) test.

There are at least three dozen crewmembers doing damage control duty and trying to extinguish the fire, and all the while the investigators are trying to assist, other rescue/recovery actions are underway. Another two dozen or so crewmembers and engineers are nearby, injured or unconscious, in the hall outside the engine room or still within it. At any round, crewmembers may call to one or more of the investigators to be of assistance. Following are ways that the investigators can help out:

- **Cth** The Damage Control skill can be used alongside (or in place of) the damage control crews. Before the damage control team's roll, any investigators can attempt to make Damage Control rolls. Each successful roll adds +10 percentiles to the damage control team's chance of success. This can be attempted every round until the fire is put out.
- **Sav** An investigator may use his action to support the damage control crews in putting out the fire. An investigator who does this may make a Repair roll as an action. For every success and raise, a +1 bonus is added to the damage control crew's roll to put out the fire (see below).
- A successful Spot Hidden roll **Cth** / Notice test **Sav** reveals that Pyke himself is trapped beneath a large steel panel that has fallen free from the ceiling, and cannot get free of it. If Pyke is not freed, he will slip into unconsciousness from the smoke and will likely perish within six rounds. **Cth** Attempts to free him will require a resistance roll of the investigator's STR versus the SIZ 16 of the metal panel. Up to two additional investigators may add their STR to this attempt, adding +3 to the first investigator's SIZ for the purpose of the resistance roll. **Sav** Attempts to free him will require a Dramatic Task using Strength. This can be a cooperative roll.
- A small compartment in the rear of the engine room has been sealed against the explosion, but the engineers within are trapped. They will suffocate if they are not freed within four rounds. **Cth** An investigator attempting to free them must make a STR resistance roll versus the compartment's hatch wheel STR 18. Using a lever or tool will add +6 to the investigator's STR for the purpose of the roll, and at least one additional investigator or crewmember can pitch in, adding a +3 to the combined STR vs. the hatch wheel. **Sav** An investigator attempting to free them must complete a Dramatic Task using Strength (–1). This can be a cooperative task. Using a lever or tool will add +2 to the investigator's Strength roll.
- The emergency fuel shut-off valves are not working. Investigators can attempt an Electrical Repair roll **Cth** / Repair test **Sav** to assess why they aren't working, and to fix them. Opening the device's case reveals that several wires were detached. A successful *Easy* Electrical Repair roll **Cth** / Repair (+2) test **Sav** will get the emergency fuel valves working in one round, stopping the flow of diesel into the generator, and will count as a success towards stopping the fire's spread (see below).
- Similarly, the water pump is inoperable. Investigators can use an *Easy* Mechanical Repair roll **Cth** / Repair (+2) test **Sav** to fix the mechanism (a gasket has been replaced with a solid metal disk, blocking the water flow) and get water flowing for firefighting efforts. A success with the skill roll takes one round and will get the water pump working and also counts as a success towards stopping the fire's spread (see below).

The Birth of Project Habakkuk

In 1942, Pyke proposed to Lord Mountbatten, Chief of Combined Operations, the notion of using ice as a substance for sea-going military bases. Ice was a cheap and infinitely replaceable substitute to traditional battleships and carriers, plentiful and easy to repair. The idea was not a particularly new one: in the early 1930s, a German scientist, Doctor Alexander Gertz, tested a prototype in Lake Zurich for an airport island, even meriting publication in *Popular Mechanics* magazine. A proposal circulated around the Royal Navy's Admiralty in 1944, but it was widely mocked and in fact proved a barrier to Pyke's plan being taken seriously. Despite this obstacle, Mountbatten was convinced of the project's feasibility, and in turn gained approval from Churchill to explore the possibilities of Pyke's vision.

The name for the project stemmed from a biblical reference, an admonition about the raising of a nation — the Chaldeans — to inhabit a new land, but it applied admirably to the notion of raising a new land where none existed prior.

Early tests in Canada's Lake Patricia in 1943 with a smaller-scale prototype (18m long, 1000 tonnes) met with limited success. (Three spring thaws later, the resulting hull was still partially intact.) However, the all-ice prototype was clearly inadequate for the project's needs. Ice would not withstand the rigors of naval combat, as almost any strong impact was certain to shatter a hull made solely of ice, no matter how reinforced it was with steel wires or cables. What good would an aircraft carrier be if it could not survive a torpedo strike?

To solve this problem, Pyke suggested a substance later dubbed "pykrete": cellulose fibre in the form of wood pulp shavings and sawdust added to the ice mix, a mix of 14% cellulose and 86% water. The end result was a dingy brown substance somewhere between concrete and ice in density, with three times the tensile strength. After a secret,

informal test beneath the Smithfield Meat Market in London where bullets were fired into blocks of the stuff, pykrete was the obvious solution to Project Habakkuk's dilemma. The material could be cast and worked like concrete or steel, but would need to be insulated and continually cooled via a refrigeration unit, countless ducts, and countless miles of coolant wires and pipes. Despite these limits, pykrete was ideal for the epic undertaking.

Pyke was officially eased out of the project in 1944 due to disagreements with American personnel on Project Plough, but this was a mere ruse for his true assignment: overseeing the construction of a full-scale version of the bergship off the coast of the Falkland Islands, near Argentina, for use specifically as a mobile base to thwart any Axis activities in the south Atlantic. While Project Habakkuk's engineers dithered with prototypes for *Habakkuks I, II, and III*, Pyke surged ahead by building a bergship larger in scale than planned prior, unconstrained by the demands of the Royal Navy and the Fleet's Air Arm. It would meet (and exceed) all demanded specifications, but would be entirely Pyke's vision. The bergship is named *Jeremiah* for the Biblical prophet who underwent scorn and derision for his role as the voice of God. *Jeremiah* is modelled after the planned-for *Habakkuk II*, though it is obviously larger, the scale more ambitious.

The immense vessel was still in development when the project was halted. With the apparent end of the war in sight, the War Cabinet informed Pyke that the bergship would not be needed, and initial action was taken to dismantle work already done. Yet once the existence of the Nazi base in the Antarctic was discovered, *Jeremiah* was once again put into rapid production, readied for a near-immediate launch upon the Antarctic Front.

- Finally, First Aid **Cth** / Healing **Sav** can be used for the immediate resuscitation of unconscious crewmembers, or for quickly treating burns before they become infected. There is no shortage of injured crew to use this skill on.

Another explosion is imminent if the damage control teams cannot stop it. No one currently knows what set off the first explosion, but the fuel lines have enough fuel in them that they are continuing to burn. With the emergency cut-off valves apparently inoperable (see above), there is a growing chance that they'll ignite the reserve tanks nearby and elsewhere in the bergship.

Cth

Each round, the damage control teams make an attempt at stopping the blaze, with a Damage Control skill of 50%. If the team is successful for three consecutive rounds, the fire will die out.

Sav

Each round, the Keeper should make a group Repair roll for the damage control team. The team has a Repair of d6 with a Wild Die. With a success, the damage control team's efforts to stop the blaze are partially successful (raises have no effect). If the team is successful for three rounds, the fire will die out.

If firefighting efforts are unsuccessful and the fire burns unchecked for three consecutive rounds, a second explosion will occur, doing considerable additional damage to *Jeremiah* and likely killing everyone in the generator room.

Assuming the fire ends, either through the efforts of the damage control teams, or in the event of a secondary explosion that is eventually dealt with; the investigators will be thanked for their efforts, receive immediate medical attention in the infirmary, and be escorted to their quarters on the ship.

EPISODE TWO: SPANNER IN THE WORKS

If Pyke has survived, he summons the investigators to his side from the infirmary. Once they arrive, he speaks in low tones and expresses his opinion that the accident in the starboard generator was no engineering failure: he believes it was sabotage. Pyke claims that he examined the engineering reports when he was called away, and that he became immediately suspicious. There was a minor fuel leak that had sprung up earlier in the evening, so Pyke had ordered it shut down and checked. It was due to be started up again during the briefing. Just before the explosion, Embry showed him some of the maintenance reports, and Pyke immediately became suspicious. The next thing he knew, fire had broken out in the generator room. There is no possible way the generator could have failed so catastrophically, igniting its fuel supply. Pyke suspects sabotage, and asks the investigators to look into it. He tells them not to trust anyone, but first to speak to Commander Bell to gain his permission before launching an investigation.

*We will hunt these Nazis across
sea and snow. Russia remembers.*

— Natalya Petrova

Bell is sceptical about Pyke's insistence that it could only be sabotage, citing the history of disastrous tests, ongoing maintenance problems, and engineering flaws the bergship currently faces. An engine failure is par for the course! He brings up the rigorous criticism and abject mockery that Project Habakkuk received from the Admiralty, emphasizing that if not for Mountbatten's support of Pyke, the project likely would have been scrapped. *Jeremiah* is the third incarnation of the project, with the first three prototypes never reaching actual completion. If desired, Bell will give them the whole project's history — with the Keeper summarizing the information about the genesis of Project Habakkuk from the sidebar on p.49 — emphasizing how outlandish the whole plan is and making it clear that he is not altogether pleased with the vessel or its chances.

If convinced with a successful Fast Talk or Persuade roll **Cth** / Persuasion test **Sav**, or even impressed with an Institutional Lore roll regarding the military **Cth** / Common Knowledge test made by a military investigator **Sav**, Bell relents and allows the investigation, giving the investigators full authority to proceed, granting them near-unlimited access to *Jeremiah's* facilities and personnel. However, he reminds them that this is not a privilege to be taken lightly, and that they will need to make a full accounting of their efforts, to him, on a daily basis. He has yet to be convinced that it was sabotage, and if there is any hint that the investigation is a fool's errand, he will terminate it. If the investigators are unarmed, he tells them that they can requisition sidearms from the arsenal once they've proven



without a doubt that there is a saboteur, and can also request assistance from *Jeremiah's* many security officers if they need some muscle.

The Keeper should remember that Bell is not needlessly obtuse or in denial of reality. He has been dealing with Pyke's grand plan for months now, and has seen the bergship pushed out of port far too early. Mechanical, electrical, and engineering failures have been the order of the day, and excuses and apologies are commonplace. Critical systems are being jury-rigged and redesigned, and Bell is afraid that this is another of Pyke's excuses. Unless he has reason to respect the investigators (impeccable credentials, etc.) he feels that they are just another element of this wild goose chase, while he has a massive military endeavour to mount and plan on an unreliable foundation. If the investigators can present any credible evidence to the existence of sabotage, Bell will readily support them in their efforts.

Bell reminds the investigators, however, that the main order of business is to devise the battle plan, and to ready the bergship for the assault. If appropriate, he expects that the investigators will be playing a part in at least the first of these tasks, and their help will be appreciated for the latter.

Readying *Jeremiah*

Though the investigators may immerse themselves into the sabotage investigation, the matter of readying *Jeremiah* for the assault is the larger concern. With the bergship in a less-than-complete state and barely combat-ready, its crew are working long, arduous hours to rectify this before reaching the shore of Antarctica. Her interior and deck are a non-stop buzz of activity, with round-the-clock labour crews installing systems and trying to complete its construction. Investigators exploring the interior should see small crews everywhere, shoring up walls, drilling holes through interior pykrete walls to serve electrical lines and cooling ducts or support beams, even intruding on living spaces to install aspects of the ship's functionality that were incomplete when the bergship left port.

Soldiers being transported to Antarctica, regardless of their native language and combat designation, have been surveyed to determine any trade skills *Jeremiah's* crew might be in need of, even if all they have to offer is an able pair of hands and a willingness to work. To this end, any assistance the investigators can provide these efforts will be encouraged, relative to their overall status. Civilian consultants or ranking officers will likely be exempt from such work unless they choose otherwise, while lower-ranking military folk, regardless of nationality, may be simply ordered to assist. Though the scale of the endeavour is so vast that the investigators' efforts will merely fold into the greater effort, the task is nonetheless a chance to utilize often-neglected skills (and even potentially recover lost SAN in the process *Cth*).

For each day of the voyage from now until *Jeremiah* begins the sea assault, the crew and the investigators will

Table 2:
Readiness Modifiers

Cth

Readiness	Skill Modifier
05 or less	Inoperable
06-25	-60
26-50	-40
51-75	-20
76-90	No modifier
91-100	+20

Sav

Readiness	Skill Modifier
Inoperable	Inoperable
A Hair Breadth's away from sinking	-3
In Very Bad Shape	-2
Improving	-1
Good as New	—
Better than New	+1

need to repair the damage done in the starboard generator room and to make the vessel combat-ready.

This is handled by a rating system, with a value called **Readiness**, with 100 representing complete combat-preparedness. The more crewmembers that are assigned to *Jeremiah's* repair and readying, the better equipped it will be for the battle ahead.

The Keeper should consult Table 2: Readiness Modifiers on (see above). The Readiness value determines a modifier to be applied to all combat-related skills originating on *Jeremiah* during combat conditions. Currently *Jeremiah's* systems are at Readiness 46 due to it being rushed out of port and from the damage from the engine through sabotage. Each day the crew works on *Jeremiah* or makes repairs, their work improves its Readiness by 1D3+3%.

The most obvious skills that will be affected by the Readiness skill modifier are Artillery, Damage Control, Pilot (Carrier), and Torpedo, though the Keeper may choose to modify others as appropriate.

For example, if no further preparations are made and *Jeremiah* enters battle with a Readiness 46, all skill ratings of crewmembers depending on the bergship's systems will be modified

by -40. If Jeremiah's Readiness can be brought up to 81, there is no modifier, and if the Readiness is 91+, all skills are at +20 percentiles.

Once per day, if desired, each investigator can volunteer for an eight-hour shift and attempt to use one of the following skills: Aeronautical Systems (hangar deck), Craft (any metal- or woodworking), Damage Control, Electrical Repair, First Aid (sickbay duty for those injured in the explosion), Jury Rig, Mechanical Repair, Medicine (sickbay), Operate Heavy Machine, Other Language (translation services for the multi-national complement of soldiers, sailors, and officers), Radio Operator, Radio Operator/Sonar, and Telephony.

- If the roll is *successful*, the investigator adds +1 to Jeremiah's Readiness, and the investigator can check the skill for later possibility of skill improvement. Though the investigator can continue to utilize the skill in service to readying Jeremiah, the investigator cannot check the skill again for improvement during this voyage.
- If the roll is a *special success*, Jeremiah's Readiness increases by 1D3+1, and the investigator can not only check the skill for potential improvement, but, with a successful Idea roll, gains an additional 1 point of SAN due to the feeling of accomplishment and wellness that a day's fruitful work can provide.

- If the roll is a *failure*, Jeremiah's Readiness is unmodified. The duty is accomplished, but shoddily, and may require additional work by the crew chief and other workers. The investigator is reassigned to another work detail on subsequent days and can only attempt this skill again with a successful Fast Talk roll made against the crew chief. A second failure at this skill and the investigator is discouraged from any further assistance, regardless of the skill being attempted.
- If the roll is a *fumble*, the task is botched, causing Jeremiah 1D3 points of Readiness loss, and sets things back for another few days while the investigator must undo the shoddy work. The investigator cannot attempt any other work for the next 1D3 days. Additionally, the investigator must roll once on Table 3: On-Board Hazards, p.54.

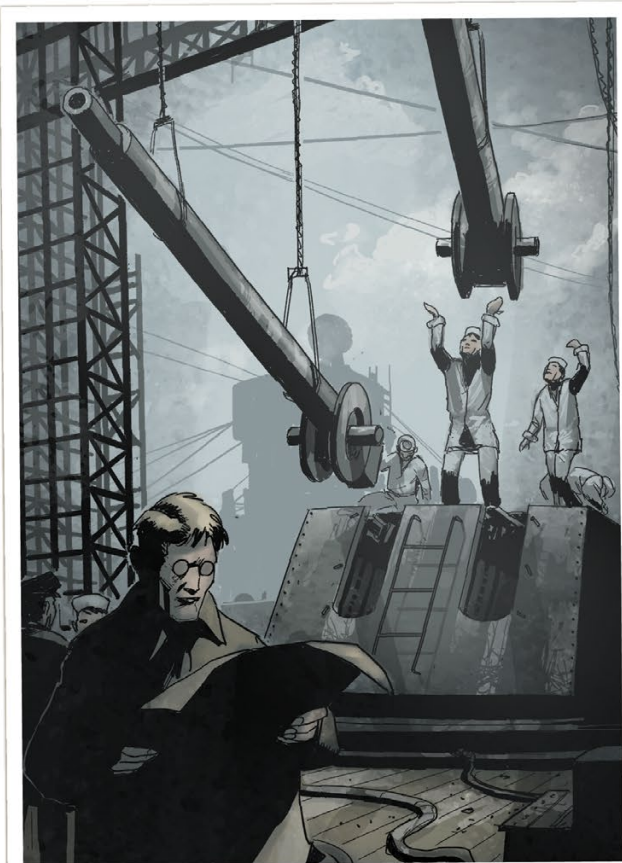
Another avenue for investigators is to serve as apprentices or assistances to skilled craftsmen performing any of the above tasks. For every day serving in such a role, the investigator can make an Idea roll to determine whether anything was learned. If successful, the investigator may check the skill as if it were successfully used, checking later in the voyage to determine if any improvement is made.

Less-capable investigators can also volunteer to be basic labourers, message-runners, and general dogsbodies. This work does not require any roll to succeed, but does not yield any possibility of skill checks or improvement. In this case, the satisfaction of helping ready the bergship to a combat is reward enough.

Sav The Jeremiah has a Readiness Level, where the highest level represents complete combat preparedness. It is currently *In Very Bad Shape* due to it being rushed out of port and from the damage to the engine through sabotage. The Keeper should consult Table 2: Readiness Modifiers on p.51 to see all the available levels and the bonus or penalty each level generates. This bonus or penalty is applied to all combat-related skills originating on Jeremiah during combat conditions, for both investigators and extras (for example, Knowledge (Gunnery), Piloting, and Repair, among others).

For every two days the crew works on the Jeremiah the Keeper should make a group Repair (-2) roll. The crew's Repair skill is a d6 with a Wild Die. With a success, the Jeremiah's readiness improves by one level. With one or more raises, Readiness still improves by only one level, but the crew receives a +2 bonus to the roll to be made two days from now. With a failure, nothing happens. However, if a 1 is rolled on the crew's Repair roll (regardless of the results of the Wild Die) the Jeremiah's readiness worsens to the next lower level in the table. Note that no Bennies may be spent on the Crew (unless an investigator has an applicable Edge).

Investigators can help the crew by volunteering for a two-day-long shift and attempting to use any of the following skills as a Cooperative Roll: Knowledge (Communications),



Knowledge (Languages) (translation services for the multi-national complement of soldiers, sailors and officers), Knowledge (Sonar), Healing (sickbay duty for those injured in the explosion), or Repair. Investigators with the Jury Rig Edge get a +2 bonus to their roll.

- The investigator adds a +1 to the crew's Repair roll drawn by the Keeper for every success and raise obtained. Remember that the maximum cumulative bonus for a Cooperative roll is +4 regardless of the number of investigators.
- If the roll is a Failure, no bonus or penalty is applied. Additionally, the investigator is barred from using the same skill again unless he convinces the crew chief of making another attempt the next week by making a successful Persuasion roll. With a second failure, the investigator is discouraged from any further assistance, regardless of the skill being attempted.
- If a 1 rolled on the investigator's Skill die (regardless of the result of the Wild Die), the investigator causes a setback in the repair work, inflicting a -1 penalty to the crew's Repair roll. He is barred from attempting work in repairs for a week. Additionally, he suffers one of the hazards listed in Table 3: On-Board Hazards, p.54 (pick the hazard randomly).

SABOTAGE AND READINESS

As long as the investigation has not yet found the saboteurs (see p.59), the two active members (Embry and Oswald) are hard at work continuing to disrupt the bergship's functionality in small-but-critical ways.

Cth Oswald's Sabotage skill is 35%, and Embry has Sabotage 50%. Every day that the two are allowed to roam unchecked, the Keeper should roll for them. Each successful roll reduces *Jeremiah's* Readiness by -1, while a critical success will reduce it by -1D3+1. A failure means that the saboteur had no luck that day, and a fumble means that the saboteur found himself potentially exposed and thus retreated, laying low for the next day and attempting no sabotage.

Sav The -2 penalty to the crew's Repair roll to improve Readiness already assumes the saboteurs are actively attempting to disrupt the repair process. If the crew's Repair roll fails, you can sometimes assign blame for the failure to sabotage or something else suspicious. For each saboteur found and neutralized the crew's Repair rolls to increase Readiness receive a permanent +1 bonus.

The third saboteur, Vogt, is under deep cover and will not take part in any day-to-day sabotage efforts. His long-range goal is to alert *Nachtwölfe* about the location of the Allied assault fleet, and he will not endanger that mission.



Table 3: On-Board Hazards

Roll <i>Cth</i> / Card <i>Sav</i>	Result
01–50 <i>Cth</i> / 8+, or Joker <i>Sav</i>	Nothing Happens: The investigator is safe and encounters nothing amiss.
51–60 <i>Cth</i> / 6 or 7 <i>Sav</i>	<p>Falling Damage: Unexpectedly, a length of metal cooling ductwork detaches from the ceiling and swings loose directly towards the investigator.</p> <p><i>Cth</i> The Keeper should allow the investigator a Listen, Spot, or Luck roll beforehand to sense something is up. If passed, the investigator can make a Dodge roll and avoid the ductwork. If the roll is failed, the investigator is struck by the metal duct for 1D4 points of damage.</p> <p><i>Sav</i> With a successful Notice test, the investigator senses something is up, and gets to make an Agility test to avoid the ductwork. If either of these rolls is failed, the investigator is struck by the metal duct for 1d8 damage.</p>
61–70 <i>Cth</i> / 5 <i>Sav</i>	<p>Unsteady Ground: A wall-mounted metal gangway the investigator is walking on suddenly shifts, breaks free from the pykrete it was fastened to, and hangs loosely, dropping everything on it into the compartment, two stories below.</p> <p><i>Cth</i> A successful Listen, Spot, or Luck roll beforehand will give the investigator time to leap to safety with a successful Dodge roll. A successful roll of DEX×4 gives the investigator time to grab hold of the gangway, and a successful Climb roll allows ascent to relative safety. If none of these rolls is successful, the investigator will fall to the ground, taking 1D6 points of damage. If the investigator can succeed in an Idea roll, a Jump roll may be attempted to lessen damage taken by 1D6 points. See the falling rules on p.57 of <i>Call of Cthulhu, Sixth Edition</i>.</p> <p><i>Sav</i> With a successful Notice test, the investigator has time to leap to safety and grab hold of the gangway by then making an Agility test. If either of these rolls is failed, the investigator falls to the ground, taking 2d6+2 damage.</p>
71–80 <i>Cth</i> / 4 <i>Sav</i>	<p>Flooded Compartment: The investigator is in a relatively enclosed compartment on one of the lower decks of <i>Jeremiah</i> when a breach in the hull due causes the area to flood rapidly.</p> <p><i>Cth</i> A successful DEX×5 roll will get the investigator out of the compartment before getting caught in the ice-cold Atlantic waters. If the roll fails, the investigator is considered to be manoeuvring around obstacles, etc. The chance is reduced by one multiple each subsequent round: on the 2nd round the chance is DEX×4, the third it becomes DEX×3, etc. Once the investigator is completely engulfed, a <i>Difficult Swim</i> roll is required to escape the compartment. Consult the rules for drowning on p.57 of <i>Call of Cthulhu, Sixth Edition</i>.</p> <p><i>Sav</i> With a successful Agility (+2) roll, the investigator gets out of the compartment before getting caught in the frigid Atlantic waters. With a failure, the investigator is trapped and must swim to escape. With a successful Swimming (–2) test, the investigator manages to escape unharmed; suffers a level of Fatigue and must make the attempt again.</p>
81–90 <i>Cth</i> / 3 <i>Sav</i>	<p>Electrical Short: Shallow puddles of water are relatively common on the floors of the bergship, due to the inevitable warmth from human activity. Water drips from ceilings, runs down walls, and pools on the floor. Add miles of hastily installed electrical cable for a situation ripe with potential for disaster. In this case, the investigator walks into an area where an exposed electrical wire has become submerged and electrified a pool of water.</p> <p><i>Cth</i> The Keeper should allow the investigator a Luck roll to avoid the pool altogether, followed by an <i>Easy Spot Hidden</i> roll to notice that something is amiss, such as lights flickering, etc. If both rolls fail, the investigator steps into the puddle and takes 1D6 damage per round in contact with the electrified water. Furthermore, the investigator must make a resistance roll of CON vs. the electrical current's STR 14. Failure means that the character must make a roll of CON×5 to remain lucid. Failing this, the investigator is stunned and falls prone into the water, taking 1D6 points of damage on subsequent rounds. Each subsequent round, the Keeper should make a Luck roll on behalf of the investigator to determine if the investigator is found, or if the electrical current is shut off elsewhere.</p> <p><i>Sav</i> If the investigator passes a Notice test, he notices something is amiss, such as the lights flickering. With a failure, the investigator steps into the puddle and takes 2d6 damage per round he is in contact with the electrified water, and falls prone. Each round the investigator can attempt a Vigor test to remain lucid and crawl away from the pool.</p>

(continued on the next page...)

(continued from the previous page...)

Roll **Cth** /
Card **Sav**

Result

Man Overboard: The investigator is at the edge of the flight deck while the bergship is encountering rough seas and either trips, slips, or is inadvertently forced to the edge by an unsecured piece of equipment (or an aeroplane).

Cth To avoid going overboard, the investigator must succeed in a Spot Hidden roll to notice the oncoming threat, and make a successful Dodge roll to get out of the way. If swept overboard, the investigator can make a last-ditch roll of DEXx2 to grab some sort of purchase on the side of the bergship before hitting the water. If successful, a Climb roll will get the investigator back on deck. If the roll is unsuccessful, the investigator takes 3D6 points damage from the fall, halved due to falling into water. A successful Swim roll allows the investigator to land in the water without damage (transitioning to a dive), or a successful Jump roll reduces the damage by 1D6. The investigator is now likely fully dressed in ice-cold water, and must succeed in a Swim roll to stay afloat, and a CONx5 roll each round to avoid being overcome by the cold. If the CONx5 roll fails, the Swim skill roll becomes *Difficult*. Once someone on deck becomes aware that the investigator is in the drink, it takes 1D3 rounds before a life ring can be thrown to them and a rope can be lowered. At this point, the investigator must Climb, or climb inside the life ring and be pulled up.

Sav To avoid going overboard, the investigator must make a successful Notice test (to detect the threat) and then a successful Agility (+1) test (to either get out of the way or manage to grab onto something). If either of these rolls fails, the investigator falls into the water, taking 2d6+4 damage see Chapter 4: Situational Rules in the *Savage Worlds* rulebook). In 1–3 rounds, someone on deck notices the investigator is overboard, during which time the investigator must succeed in a Swimming roll each round or gain a Fatigue level. If the investigator makes it this far, he is thrown a life ring and automatically pulled up to safety.

91–00 **Cth** /
Deuce **Sav**

COLD-WEATHER SURVIVAL INSTRUCTION

In addition to all of the repair and readiness work occurring on *Jeremiah*, the flight deck is the site of thrice-daily lessons in outdoor cold-weather survival tactics, as noted on p.100.

As the investigators seek to find the hidden saboteur, they will soon settle into the routine of shipboard life.

These lessons, lasting an hour in length apiece, are being held to give the assault forces training in basic survival skills for the arctic environment. Covered are instructions on how to properly protect one's body from the cold, how to conserve bodily heat, breathing properly, and what basic precautions to take to avoid exhaustion, exposure, frostbite, or worse.

Hazards of Jeremiah

Because it was in the midst of being disassembled and was hastily made seaworthy, *Jeremiah* is not altogether safe for the crew and passengers. Sections are still incomplete, cooling apparatus is not yet fully functional, and the sudden deployment has left basic safety features yet to be installed. Additionally, no small numbers of these hazards are deliberate results of actions taken by the *Nachtwölfe* saboteurs aboard the bergship.

Once per day, the Keeper should ask each investigator actively moving around the ship (through working or investigation) to make a Luck roll. For each investigator that failed this roll, the Keeper should roll on Table 3: On-Board Hazards. **Cth** / Draw a card from the Action Deck and consult Table 3: On-Board Hazards. An investigator with the Bad Luck Hindrance draws two cards and uses the lowest. An investigator with the Luck Edge draws two cards and uses the highest **Sav**.

These elements go beyond the normal hazards faced every day aboard *Jeremiah*, but circumstances are elevated and danger is at hand. At the Keeper's discretion, investigators later examining the areas these mishaps occurred might discover evidence of sabotage by the *Nachtwölfe* cell aboard (though their activities will cease after they are found out).

The Battle Plan

In addition to the overall need to repair and ready *Jeremiah*, and investigate the sabotage, the investigators may also be expected to contribute to strategy meetings for the assault on Ritscher Station, the initial goal of the operation. The Keeper should be the judge of whether they would be appropriate for this task, based on their professions and experience. If the investigators are too low-ranked, outside the military chain of command, or do not seem credible as advisors, they will not be expected to take part



in the battle planning. If they are, for whatever reason, “unqualified” but still wish to take part, they can ask to be allowed to participate solely as observers (Bell will allow this), or an investigator that makes a successful Persuade or Institutional Lore roll **Cit** / Persuasion test **Sav** may be allowed to contribute.

These strategy meetings are held daily aboard *Jeremiah*, in the same briefing room as the first meeting, and the same personnel are present. The meetings usually last up to two hours, and sandwiches and hot coffee are always available. Current survey maps of Antarctica and its coastline, as well as recent weather projections, form the basis of their knowledge of the conditions, with Byrd providing expert guidance on what to expect there. Apart from a few blurry long-range surveillance photos taken from spy planes, the assault for is essentially going in blind.

The basic aspects of the assault are already agreed-upon: it is to be a joint strike, with the aerial bombardment leading, followed by shelling from the destroyers and *Jeremiah*. While the long-range striking is taking part, the ground assault troops will load into *Jeremiah*’s landers and make their way across the icy waters, landing to siege the beach and take Ritscher Station. What must be worked out are the logistics: the exact landing points, deployment of personnel, the specific order of phases of the assault, etc... In short, the optimal usage of available forces to ensure

that the objectives are met with the minimum of collateral (lives) lost.

Right now the mood is grim: there is a shared recognition that, even with two destroyers and the aircraft aboard *Jeremiah*, taking on a fortified coastal installation of unknown size and firepower — with an unknown number of enemy combatants stationed therein, with a confirmed airfield, air-defence guns, and possible submarine support — feels hopeless. The spectre of Operation Overlord (the siege of Normandy) looms heavily in memory. The commanders know, however, that the base must be captured, and they will do their best to see that it happens, while accepting that there will be considerable loss of lives. There has been word that the Soviets will attempt to rendezvous with the assault fleet, adding their might to the Allied forces, but there has been no confirmation on that, and expectations are not high that this will happen.

The strategic planning is handled in much the same way as the task of readying *Jeremiah* (see p.51), with the investigators working alongside the commanding officers to devise a battle plan that will best achieve the mission’s goals.

This is represented by a value called **Strategy**. The Strategy value determines a modifier that will be applied to the primary combat-related skills from the assault force during the endeavour, representing the means by which the force’s deployment will be utilized.

Table 4:
Strategy Modifiers

Cth

Strategy	Skill Modifier
05 or less	Inoperable
06–25	–30
26–50	–20
51–75	–10
76–90	No modifier
91–100	+10

Sav

Strategy	Skill Modifier
Disastrous	–3
Flawed	–2
Weak	–1
Good	--
Insightful	+1

If the planning is bad and the Strategy has a low value, the forces — airborne, seaborne, and ground — will have their ability to function hindered. In the case of *Jeremiah*, this modifier will stack with the bergship's Readiness value (see p.51), where any overlap exists.

Cth

The Keeper should consult Table 4: Strategy Modifiers (see above).

Skills affected by the Strategy modifier for each portion of the assault are:

- **Airborne:** Aeronautical Systems, Navigate.
- **Seaborne:** Command, Military Doctrine. *Jeremiah* may have an additional modifier due to its Readiness value.
- **Ground:** Combat Engineer, Command, Fieldcraft.

This list is not all-encompassing, and the Keeper may choose to apply the Strategy modifier to other skills as appropriate.

The Strategy value is currently at 37%. Each day in the planning session, the Keeper should roll once for the Military Doctrine and Tactics skills (representing the combined efforts of the commanders taking part), assuming skills of 75%. The investigators as a group can make one roll per skill per day, with the modifiers adding to the combined total.

- A *success* in either roll adds 3 points to the Strategy value.
- A *failure* adds no points.
- A *special success* adds 1D3+3 points.
- A *fumble* removes 1D3 points from the Strategy value.

Sav

The Keeper should consult Table 4: Strategy Modifiers (see above).

Skills affected by the Strategy modifier for each portion of the assault are: Knowledge (Artillery), Knowledge (Battle), Knowledge (Navigation), and Knowledge (Gunnery). This list is not all-encompassing, and the Keeper may choose to apply the Strategy modifier to other skills as appropriate.

The Strategy value is currently at the level of *Flawed*. Every two days in the planning session, the Keeper should make a group Knowledge (Battle) (–1) roll of d6, representing the combined efforts of the commanders taking part. Investigators with the Knowledge (Battle) skill and a good relationship with the top commanders can help via a Cooperative roll.

- A *success* on the main Knowledge (Battle) roll moves the Strategy to the next level.
- One or more raises on the main roll still move the Strategy up only one level, but also generate a +2 bonus that can be applied to the next Knowledge (Battle) roll for Strategy.
- A *failure* does nothing.
- A Critical failure moves the Strategy down one level.

The last important question to be determined in the overall strategy is where the investigators wish to be deployed, if they have any choice in the matter. The Keeper should determine where the commanders wish to deploy the investigators based on their ranks, professions, professed or demonstrated skills, as well as any actions or aspects that have arisen on *Jeremiah*. Will the investigators be expected to take part in the operations at all? Will they remain on *Jeremiah*, or be a part of the air, sea, or ground forces? Will they remain together as a group, or be split up and assigned as needed?

The Keeper should determine the answers to these questions based on available information, allowing the investigators to sway or influence the decision-making through roleplaying and/or use of skills such as **Cth** Institutional Lore, Military Doctrine, Tactics, and even Persuade / **Sav**. A Knowledge test with any Knowledge skill related to the military, or a Persuasion test.

The answers to these questions can remain undecided until the time of the actual assault.



EPISODE THREE: THE HEART OF ICE

Assuming that the investigators choose to look into the suspected sabotage in the starboard generator room, the investigation can proceed along several lines of questioning and investigation, using various skills and tactics, and they are listed in three “onion rings” (such as those described on pp.135–136 of *Call of Cthulhu, Sixth Edition Cth*). If the investigators choose not to take the case and instead busy themselves with repair work and readying the bergship for combat, the spate of sabotage will continue unabated until the bergship is crippled and vulnerable to long-range assault by *Nachtwölfe*-controlled U-boats.

The first and outermost layer of the investigation is that of the initial mystery posed, an unexplained explosion in *Jeremiah's* starboard generator room. Pyke requesting the investigators to look into it is the second layer, and their emotional investment should be that the fate of the bergship and the mission itself is compromised!

The third layer is where the investigators must define the mystery itself, and in this case determining whether or not

sabotage was actually committed. The skills listed below can be used to determine what happened in the generator room, though if the place suffered a second explosion, all skill rolls become *Difficult Cth* / all tests receive a –2 penalty *Sav*.

- **Electrical Repair:** An *Easy* Electrical Repair skill roll *Cth* / Repair (+2) test *Sav* while examining the electrical relay for the emergency fuel shut-off valve reveals that the wires had been originally installed but appear to have been pulled out.
- **Mechanical Repair:** An *Easy* Mechanical Repair roll *Cth* / Repair (+2) test *Sav* while examining the emergency water pump reveals that the gasket was replaced with a metal disk, stopping the water flow. An additional examination of the generators themselves reveals that a fuel line was diverted manually, sending diesel fuel into an unsealed combustion chamber, causing a gradual spillover and fire. This could only have been intentional.
- **Forgery:** The duty roster for the starboard generator room is somewhat basic, currently just a clipboard with sign-ins for personnel reporting for duty. A successful Forgery roll *Cth* / Notice (–1) test or Knowledge

(Espionage) test **Sav** while examining the current sign-in sheet versus previous sign-ins shows that the signature of one engineer (Midshipman Thomas Wilkins) looks different from prior signatures. Secondly, the instrument status sheet, noting instrument readings at various times during the course of the shift, was in the same handwriting. A successful Idea roll **Cth** / Smarts test **Sav** reveals that the way the numbers are shaped suggests European handwriting styles rather than the penmanship styles taught in the United Kingdom or the United States.

- **Sabotage:** A successful Easy roll of Sabotage **Cth** / Common Knowledge (-1) test or Knowledge (Espionage) (+2) test **Sav** points at the obvious: this was sabotage. The likelihood of the other systems—the emergency fuel cut-off and the water pump—also both failing or being inoperable at the time, makes it clear that the goal was to ignite an engine and shut off the means of stopping it or fighting the fire.

If the investigators interview the list of crew who were on duty in the shift during the explosion as well as the one before, they must first sort out those who are hospitalized and those who are uninjured. Cross-referencing the roster and following up on each of the names on it takes at least a full day to verify that they were actually on duty during one of those shifts, and that at least one witness could verify

their presence. This does not require any skill use, though at the Keeper's discretion a successful roll of Accounting or Institutional Lore **Cth** / Investigation test **Sav** could reduce the time by half.

Ultimately, one discrepancy comes up: Midshipman Thomas Wilkins. He was listed as being on duty, and had signed in, but none of the men on duty remembers him as being there, and instead, remembers another man saying he'd been assigned in Wilkins' place. A brief description of the man has him as tall, with sandy-blond hair and a slight moustache. Green eyes, but otherwise slightly forgettable. He called himself "Ralph," and seemed to know what he was doing, even working alone through the lunch break.

Wilkins is in his quarters when the investigators seek him out. Midshipman Thomas Wilkins has black hair, is clean-shaven, with dark brown eyes. He claims that he was on duty at the time, and that anyone who says he was not must be crazy. A successful Psychology roll **Cth** / Notice (-1) or Knowledge (Psychology) test **Sav** will reveal that he's hiding something, his eyes darting to the side rather than making eye contact when he's sticking to his story. If the investigators threaten, bully, cajole, or otherwise convince him to come clean (Fast Talk, Persuade, etc. **Cth** / Persuasion or Intimidation test **Sav**), Wilkins will admit that he wasn't on duty, and was asleep in his bunk in quarters. This is, in fact, true, and he can readily produce witnesses to the effect that he was in his bunk. He admits that he'd won coverage of a shift from a fellow engineer in a card game, a not-uncommon practice when material items and money aren't available to cover wages.

Wilkins identifies the man as "Ralph Oswald," one of the new midshipmen assigned to *Jeremiah* immediately before launch. If asked, Wilkins will be able to provide another witness or two to confirm that he was indeed playing poker a couple days ago and that Oswald did win coverage of a shift for him. Oswald presented himself as an engineer and seemed eager to learn the ropes aboard *Jeremiah*, and readily volunteered to cover Wilkins' shift as the stakes for a lost poker hand. He's not sure where Oswald bunks: the poker game was held in another of the crew quarters, but such information should be readily available.

The Saboteurs

The saboteurs aboard *Jeremiah* are three double agents, German-born British nationals who are sympathetic to the Third Reich and to *Nachtwölfe* particularly. Each was educated in the United Kingdom and speaks flawless English, with no sign of a German accent. Furthermore, they are each acclimated enough to the U.K. that they will pass any test or screening procedure using cultural knowledge. Their leader is Gerhard Eminger, using the pseudonym "Gerald Embry," the highly-placed engineer in Pyke's retinue, the very one who met the investigators and escorted them to the briefing. Embedded aboard *Jeremiah* during its construction, the three



are quietly and subtly sabotaging the vessel, attempting to hinder its progress, yet to a degree that would not reveal their presence. When the investigators arrived, Eminger and his cohorts stepped up their efforts, placing a hastily constructed explosive device within the starboard turboelectric generator, hoping to cripple the bergship and delay its arrival on Antarctic shores.

The two underlings—Midshipman Ralph Oswald (whose real name is Ralf Osterwald) and Midshipman Ronald Vance (Reiner Vogt)—are thoroughly subservient to Eminger, and will readily die before being captured. They are equivalent to American Factory Workers, described on KG, p.257, with the addition of skills in Hide 50%, Own

The saboteurs aboard Jeremiah
are three double agents, German-
born British nationals...

Language (German) 70%, Sneak 40%, and Sabotage 35% **Cth** / Stealth d6, Knowledge (German) d8 and Knowledge (Espionage) d6. They are considered Wild Cards **Sav**. Each man is armed with a Walther PPK (40%, damage 1D8 **Cth** / 10/20/40, 2d6-1, Shots 7, Semi-Auto **Sav**), and a Pipe Wrench (25%, damage 1D6+db **Cth** / damage Str+d6 **Sav**).

Oswald/Osterwald will be the first encountered by the investigation, and will die before being taken prisoner. Embry is cannier than his underlings are, and if surrounded, he will surrender, but not before quaffing a dose of the Blue Crystal serum (see below). Embry will then raise his hands, ask to be taken into custody, and wait for the serum's effects to activate.

The third man, Vance/Vogt, has no obvious connection to either of his companions, and is the hidden member of the cell, acting normally and taking no part in any suspicious behaviour. Vogt is biding his time, and will go into hiding once the other members of the cell are exposed, emerging in **Episode Four** of this chapter.

WARRANT SHIPWRIGHT GERALD EMBRY, A.K.A. GERHARD EMINGER, NACHTWÖLFE SABOTEUR

Eminger's parents were British nationals, his father a banker doing business in Frankfurt when he was born. Tutoed in English, he attended school in the U.K. and was thoroughly naturalized, an Englishman in all but circumstances of birth. Upon graduation from Eton with coursework in engineering, he returned to Germany just as Hitler rose to power. Eminger sympathized with the National Socialism movement and, when the war began, put his English heritage to use as an *Abwehr* double agent, operating on English soil. While in Germany between missions, Eminger came to the attention of *Hauptmann* Gerd Schmidt, Commander of the *Nachtwölfe's* Wolf Guard. Schmidt recruited him into *Nachtwölfe* as an operative. He returned to the U.K. and continued to serve the Nazi Party and *Nachtwölfe*, embedding himself into the

military as an engineer. Eminger was privy to Pyke's initial plan for Project Habakkuk, and went along with the project when it was secretly diverted to the Falkland Islands.

Eminger has little regard for his fellow conspirators, and is content to let them perish in service to the Third Reich. He is unaware that the Blue Crystal Serum (see below) is fatal, and will react in horror as it transforms him beyond all hope of restoration.

Appearance: Embry/Eminger is handsome and well-spoken, with short curly black hair and green eyes. His features are sharp and he favours a well-manicured moustache. His accent places him well-educated and of an upper-crust background. He wears engineering coveralls and an insulated jacket, and conceals the flask of Blue Crystal Serum, along with his Walther PPK pistol, within the bib of his coveralls, ready for quick access.

Cth STR 14 DEX 13 INT 15 CON 12
SIZ 12 APP 14 POW 12 EDU 19
SAN 41 Hit Points: 12

Damage Bonus: +1D4.

Skills: Combat Engineer 25%, Disguise 30%, Dodge 50%, Electrical Repair 50%, Espionage 40%, Fast Talk 50%, Hide 30%, Lie Convincingly 75%, Mechanical Repair 60%, Repair 60%, Sabotage 50%, Sneak 50%, Spot Hidden 45%.

Language Skills: Own Language (German) 85%, Other Language (English) 75%, Other Language (French) 50%.

Armour: 1-point heavy clothing (coveralls and insulated jacket).

Weapon: *Walther PPK Pistol* (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Sav ★ **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Knowledge (English) d8, Knowledge (Espionage) d6, Knowledge (French) d6, Knowledge (German) d10, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Repair d8, Shooting d6, Stealth d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Fanatic.

Edges: Charismatic, Dodge, Mechanical Aptitude.

Gear: *Walther PPK* (10/20/40, 2d6-1, Shots 7, Semi-Auto), coveralls and insulated jacket.

The Confrontation

A check of the ship's roster with the staffing captain will reveal that Oswald is a relatively new transfer to the ship, and his exact berth is easy to find. His current work



assignment is the port generator room. If the investigators have Bell's authorization to conduct the investigation, then the information is forthcoming. If they are searching for such information outside official channels, the investigators must succeed in an Institutional Lore roll **Cth** / Common Knowledge test, only for military personnel **Sav** to gain such information, or a Persuade **Cth** / Persuasion test **Sav** to convince the staffing captain to look it up for them. At some point, while they are seeking this information (or immediately after gaining it), Embry finds them, telling them that Pyke is recovering nicely and is asking how the investigation is going.

Unbeknownst to the investigators, Embry has been shadowing them, following each step of their investigation. He'll remain on hand during any repairs to the starboard generator room, but will also offer his services as a go-between serving the investigators and Pyke, determining how much the investigators know. Embry should be very circumspect about his questioning: he is a seasoned spy and adept at conversational gambits. If the investigators are less-than-forthcoming, Embry will use Psychology **Cth** / Knowledge (Psychology) **Sav** on them to determine if they're hiding something.

If the investigators check in with Pyke, the inventor is a little surprised to see them, but is thankful to them for having Embry deliver so many messages to let him know about the investigation. However, he questions their

judgment in involving non-essential personnel in sensitive matters relating to ship security. If asked about that, Pyke explains that he thought they had decided to use Embry as their go-between, which is not quite how Embry presented the situation to them. The investigators may wish to question Embry about this discrepancy.

At any rate, now that the investigators have a suspect and know where to find him, it's time to peel back the fourth layer of the onion: the confrontation with the suspected saboteur. If the investigators need weapons, they can quickly requisition them from the arsenal, with Bell's permission.

Once Embry learns that the investigators are onto Oswald, Embry races to Oswald's workstation in the port generator room and instructs his co-conspirator to go on the run as a distraction. He reminds Oswald that they swore an oath to die before being taken prisoner. At this point, Oswald will bolt from the engine room and lead the investigators on a chase through the ship. If the investigators arrive to apprehend Oswald, witnesses will say someone just stopped by and spoke to Oswald, and that Oswald left in a hurry. If asked the identity of Oswald's visitor, they will be told it was Warrant Shipwright Embry.

Cth While on the run, Oswald will use his skills in Hide, Sneak, and his Walther PPK in an attempt to do as much damage to the investigators as he can. The Keeper is encouraged to make this a dramatic chase

through the bowels of the bergship against a desperate foe who will do absolutely anything to survive. Skills such as Climb, Dodge, Hide, Listen, Sneak, Spot Hidden, and combat skills may all be utilized in this chase. Oswald has a spare clip for his pistol and will leave a trail of bodies of those who get in his way. If able, he'll take a hostage to delay pursuit (and will likely kill that hostage without a second thought).

Sav Handle this as a Standard Chase using the Chase rules in **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook. Although Agility is the relevant trait, you may rule that in specific rounds or under specific complications, a different trait must be used (for example, Climbing when pursuing the enemy in the ladders or stairs to the next deck). Oswald is not above using the spare clip for his pistol to leave a trail of corpses, also generating obstacles and challenges in the chase, or even taking a hostage to delay pursuit (getting The Drop on him).

While this is happening, Embry races from the port engine room and relays a message to Vogt, the hidden member of their cell, to lay low and not jeopardize their long-range plan. Embry then sits in his bunk, waiting for the investigators to arrive, aware that he is likely their next target. When he thinks they're close, he pulls a gun and orders everyone out of the room. He then drinks a small dose of Blue Crystal Serum and waits for the changes to take effect.

Oswald's goal is to get onto the flight deck and to the edge of the deck, prompting a showdown with the investigators amidst the various planes tethered there. If he survives and is confronted, Oswald stands ramrod-straight, does the Nazi "Sieg heil!" salute, and then leaps from the deck into the icy waters below. Any investigators at the edge of the bergship looking down will see him immediately sucked under the churning water made by the bergship's passage, where he will meet a grisly fate in the ship's propellers, emerging as a red streak in *Jeremiah's* wake. The Keeper may wish to have the investigators make a Sanity roll with a possible 0/1 point SAN loss **Cth** / Nausea test **Sav** to encounter such a horrible demise.

When the investigators arrive to speak to Embry, they encounter a curious scene. Seamen are crowded outside in the corridor, looking in, with a low commotion. If the investigators ask any of them what is going on, they will be told that an engineer pulled a gun and demanded everyone leave. Pushing through the crowd, the investigators will see Embry sitting on a stool amidst the bunk beds, at a junction, with a Walther PPK held loosely in his hand. He looks up at them, smiles, puts the gun down on the floor, runs his hands through his hair, and raises his hands above his head.

In German-accented English, he says, "I surrender."

*never thought i'd have the fate of the
world in my hands, but here it is
arthur morris*

The Interrogation

If Embry/Eminger is taken into custody (which seems likely, as he gives every appearance of willingness to cut a deal for his own survival), he will be taken to the brig (see p.42), where he will be searched. He is placed in an empty room with a single chair while Master-at-arms Ames, Commander Bell, and the other officers discuss what to do with the saboteur. Pyke is on hand, aghast at this betrayal by his right-hand man. The investigators should be a part of this deliberation.

Two marines have been placed as guards, each equipped with Lee-Enfield rifles. The Keeper should use the write-ups of British Infantrymen from KG, p.41 for the marine guards, while Master-at-arms Ames is equivalent to the Commando on p.44 of that same book. Byrd, Bell, and Pyke are described on pp.72–73 of this chapter.

If they ask to speak with Embry, he identifies himself as "Gerhard Eminger," a *Brandenburger* lieutenant and a spy, serving as an industrial saboteur for his country. He readily admits that he worked together with Ralph Oswald (Ralf Osterwald) to sabotage *Jeremiah* before it reached Antarctica. Embry embedded himself into various engineering projects by Great Britain and sabotaged many, stopping their development before they could be further developed and utilized against the Third Reich. He is willing to divulge aspects of his background (see p.60), all the while remaining charming and glib.

Eminger is nonetheless a skilled liar and will attempt to learn what he can of his captors through Psychology skill rolls **Cth** / Knowledge (Psychology) tests **Sav** and through questioning, letting his inquisitors reveal information to him as they attempt to draw the same from him. He is unaware of the true nature of the Blue Crystal Serum he has imbibed, and expects that it will soon fortify him and make him impervious to harm, much in the same fashion as *die Vitalität* (see KG, p.109). So Eminger is still acting as a spy, attempting to glean information from his captors, and he plans to break free of the brig and flee *Jeremiah* in an inflatable raft he has concealed for the purpose of escape.

Eminger claims that with the Nazis all-but-defeated, he has little reason to continue the dream of the Eternal Reich, and would rather help his captors in return for amnesty. It was only his fellow saboteur Oswald that kept him from defecting weeks ago. He does not even know much about the nature of Ritscher Station (he will divulge the name if pressed) but did what he was ordered to do by his superiors, which was to protect the station from the assault, through whatever means he could devise.

If the investigators demonstrate knowledge of Nazi secret societies (an Occult roll **Cth** / Knowledge (Occult) test **Sav** or through roleplaying) Eminger reveals that he is indeed a member of *Nachtwölfe*, but he claims only tangentially, and emphasizes that he is not privy to the inner workings of the society. This is mostly true: though Eminger is a member of that group, he has had little to do with its day-to-day activities, as he has been undercover in Great Britain for several

years. He knows less about *Nachtwölfe*'s ultimate goal than any other member knows, and has little idea of what is so important about Antarctica.

The Keeper should have the investigators make Psychology, Spot Hidden, or even Listen rolls **Cth** / Knowledge (Psychology) or Notice tests **Sav**. Successful Psychology rolls **Cth** / Knowledge (Psychology) tests **Sav** to reveal that he's hiding something, and that he's surprisingly confident for a man who has been captured as a saboteur. Success with a Spot Hidden roll **Cth** / Notice test **Sav** shows that Eminger is sweating quite a bit, his skin having taken on a slight unhealthy sheen in the time since the interrogation began. A successful Listen roll **Cth** / being successful in the previous Notice test **Sav** reveals that Eminger's body is making strange noises, with joints popping and muscles creaking. His stomach is gurgling and his breathing has changed to something far less regular. Examining him with a First Aid or Medicine roll **Cth** / Healing test **Sav** shows that something extraordinary is happening to the man: his vital signs including pulse, blood pressure, and body temperature are outside the range of most of humanity.

At a suitably dramatic point in the interrogation (or around ten minutes in), Eminger begins to cough, as if choking on something, and flops out of his seat onto the ground, going into rapid convulsions. Any attempts at medical attention will reveal the above information: that he is undergoing some sort of dramatic physical episode that is unlike anything described in modern medicine. After a minute of thrashing around, groaning in intense pain, writhing, and even vomiting, Eminger begins to transform.

As the investigators watch, Eminger's body becomes both pliable and resilient, muscle fibres swelling with the rapidly replicating viscous fluid borne of Ubbo-Sathla's genetic material. After taking on a sallow, greyish hue, his skin becomes sweaty and slick, secreting slime through the pores. His body swells, bursting clothing and sliding free of any conventional bonds, and will soon become resilient to firearms or any attacks utilizing blunt force.

Cth Eminger's STR, CON, and SIZ increase by +6, with a commiserate decrease in INT and APP. Attacks by firearms or blunt force will do only half damage. Seeing Eminger transform like this requires a Sanity roll, with 0/1D4 SAN loss.

Sav Eminger's Strength and Vigor increase to d12 and his Size to +2. He also becomes resistant to attacks by firearms or blunt force (+2 Armor). In game terms, Eminger's Toughness becomes 10 against firearms or blunt force attacks, and 12 (2) against any other attacks.

Characters seeing Eminger transform like this must make a Horror test.

If still sane, the marine guards will immediately open fire. Byrd and Bell will draw their weapons and stand back out of the line of fire, while Pyke attempts to get as far away as possible.

If he is still alive, within 2D6 combat rounds after this transformation, Eminger undergoes another and more dramatic evolution, sprouting pseudopods in place of limbs, his facial features and distinguishing marks sloughing away into



Blue Crystal Serum

Nachtwölfe has made many attempts at replicating the mysterious *die Vitalität* serum discovered in the Middle East. Early (and never-repeated) experiments utilized genetic materials gathered during an explorative delve into one of Antarctica's near-bottomless chasms in search of Ultima Thule. The delver found traces of organic material, still liquid despite the immense cold, and he returned with it to the surface. *Nachtwölfe* scientists (incorrectly) identified the genetic material as being from a shoggoth, not realizing that it was a secretion from something much older, much more horrible: the Outer God known as Ubbo-Sathla, thought by some to be the source of all life in the cosmos, whose gelid flesh was used by the elder things to create the shoggoths.

The slime was augmented with various iterations of *die Vitalität* serum, and the final product was almost a success, causing significant beneficial mutations in test subjects, particularly strength, aggression, and resilience. When combined with a powdered sample of *Blauer Kristall* (blue crystal), the serum's efficacy was enhanced tremendously. However, the effects were fatal within a short period of time, as the mutation rapidly escalated beyond control, transmuting the subject's muscle, bones, and tissue into a gelatinous, highly unstable state. Unfortunately, there was no return, and the subjects inevitably died. For obvious reasons, the serum was set aside for use in only the most dire of situations, a Mythos-fuelled suicide pill allowing agents to strike at any potential captors one last time.

Searching the vicinity of where Eminger was captured (or his quarters, if he was apprehended there) will reveal the empty container of the blue crystal serum. It was held in a small leaded glass bottle, the fluid inside a mucilaginous greyish-pink, with a slight shimmer from the powdered blue crystal. After Eminger's dosage, only a few slimy drops of the substance remain. *Jeremiah* does not contain the facilities for a proper chemical analysis of the serum, though a successful roll of Chemistry **Cth** / Knowledge (Science) or a Common Knowledge roll by a character with a scientific bent **Sav** will reveal that it is slightly radioactive and that the material is of unearthly origin. A successful Cthulhu Mythos roll identifies the source as being from Ubbo-Sathla. Touching or consuming the final few drops will have little effect, other than intense nausea for 1D3 days.



a heaving, undulating mass of ghastly tissue. Though he is quite insane from his time in *Nachtwölfe*, Eminger still reacts in horror to the transformation his body is undergoing, combined with the loss of identity into a mindless monster.

Eminger's Ubbo-Sathla-tainted form has the following attributes:

Cth	STR 26	DEX 143	INT 0	CON 18
	SIZ 30	APP n/a	POW 13	EDU n/a
	SAN n/a	Hit Points: 24		

Damage Bonus: +2D6; **Move:** 13.

Attacks: *Pseudopod Fist* 50%, damage 1D8+db, atts 3, base range 15 yds.

Swallow 30%, damage 2D6+1/2 db, atts 1.

Spells: none.

Armour: Immune to blows and cuts; fire, magic, and enchanted weapons harm him normally.

Skills: Sneak 75%.

Sanity Loss: 1/1D8 to see Eminger in his final form.



Attributes: Agility d12+1, Smarts 4(A), Spirit d8, Strength d12+3, Vigor d12.

Skills: Fighting d6, Notice d6, Stealth d8.

Pace: 8; **Parry:** 6; **Toughness:** 12(2).

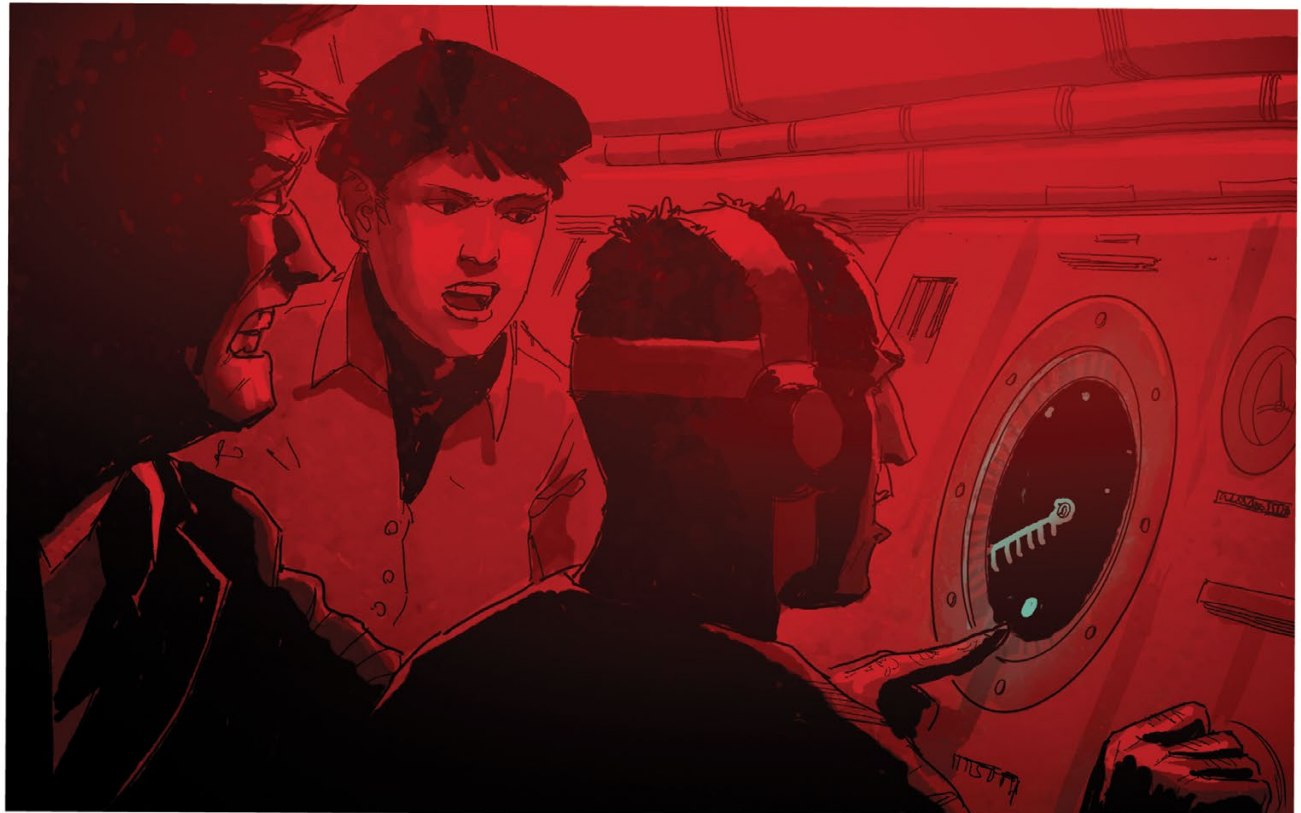
Special Abilities

- **Armor +2:** Against firearms, fire, magic and enchanted weapons.
- **Horror (–1):** anyone who sees Eminger’s monstrous form must make a successful Spirit (–1) test or roll on the Horror Effects Table (KG, p.181).
- **Invulnerability:** Immune to non magical physical blows.
- **Pseudopod Fist:** Str+d4, Parry +1, ignores shield bonuses. Eminger can use up to four pseudopods a round. They each have a Reach of 1, and up to 4 can attack the same target. They gain a gang up bonus if more than one attacks the same target.
- **Size +2:** Eminger is now the size of a small bear.
- **Swallow:** If Eminger succeeds in a grapple roll against its prey, it engulfs it. Not only does the victim start to smother (see **Chapter 4: Situational Rules—Drowning** in the *Savage Worlds* core rulebook for further details), they also take 2d4 damage each round from the tainted tissue.
- **Weakness (Fire):** Eminger takes +2 damage from fire attacks.

Eminger in this monstrous form rages out of control, barely sentient, consumed with unimaginable impulses to consume and destroy. If trapped in the brig he will attempt to smash his way out, battering at the walls or the door, pitting his immense strength against it until he is free. He is in a murderous rage and cannot listen to reason, and tries to kill anyone who crosses his path. If Pyke is anywhere within his field of view, Eminger will single out his former boss as the subject of his bloodlust. Any of the other NPCs still alive will attempt to shelter and protect the injured inventor. Investigators may lose additional SAN points if they witness Eminger killing someone in a spectacularly grotesque fashion **Cth** / Investigators must make a Nausea (+1) test if they see Eminger killing someone this way **Sav**.

Eminger’s body becomes both pliable and resilient, muscle fibres swelling with the rapidly replicating viscous fluid borne of Ubbo-Sathla’s genetic material.

If Eminger is still alive after 1D6+6 rounds, a third and final transformation occurs, his body rapidly deteriorates and breaks apart into viscous mounds of barely animate glop, falling apart rapidly in a single combat round. As this happens, the creature that was Eminger reacts in horror, twisting, thrashing, and falling onto all fours, defenceless and



agonized. The mass then decomposes into vile sludge, shot through with pieces of tissue that resemble shreds of organs, muscle fibre, and bone. Seeing this last decomposition provokes an additional Sanity roll, with 0/1D3 points of SAN loss **Cth** / Horror test **Sav**.

Cth Investigators cannot lose more than 8 points total in Sanity loss for seeing Eminger in that monstrous form, despite the horror at his gross transformations.

When Eminger is dead, Bell is all-too-ready to believe any story the investigators provide about the nature of what lies in Antarctica, and the true stakes of the Secret War. Medical care will be provided for the injured, and he will order all information about what happened to be suppressed, kept from *Jeremiah's* crew.

EPISODE FOUR: TERROR FROM THE DEEP

With Eminger out of the way and the sabotage plot seemingly wrapped up, the fifth layer of the onion has been reached: the solution of the mystery and the restoration of the status quo.

Cth The investigators should each gain 1D8 points of SAN as a reward for defeating Eminger in his monstrous form, and 1D4 for discovering the saboteur cell and putting an end to its malfeasance. Investigators can also attempt to make experience checks for skills used since arriving on the bergship, or during the course of the investigation.

Sav When the investigators defeat Eminger in his monstrous form they can make a free Spirit test, with each success and raise decreasing Dementia by one. If they also discovered the saboteurs and put an end to them, they get a +2 bonus to the roll.

Furthermore, the investigators are encouraged to continue to pitch in readying *Jeremiah* and/or working out the details of the battle plan for the assault on Ritscher Station.

As far as the radio operator knows, the signal has been repeated twice thus far...

Several days pass as *Jeremiah* moves resolutely onward towards the Antarctic coastline, the temperature seemingly lowering incrementally by the hour as the vessel heads south. Though minor mishaps may occur along the way, the bergship and the two destroyer escorts move unimpeded through the icy waters en route to the upcoming battle. The mood of the crew is subdued, tense, as they are disquieted by the sabotage attempts and the rumours about what happened in the brig. Though loose lips may not actually sink ships, they can certainly dampen morale. More than these factors, though, is

the sense that despite the size and relative power of the bergship, they are due to deploy their might onto an uncertain battlefield, in an inhospitable land, against an insidious and seemingly unstoppable foe.

Cut off from communication with the Allied forces, the crew and passengers of *Jeremiah* are uncertain about the state of the war effort, and do not know what world they will return to, if at all. Furthermore, contact with the Soviets has yet to be established when the bergship reaches the agreed-upon rendezvous point and begins waiting, monitoring all frequencies for any sort of signal from their allies, all-the-while aware that they are sitting ducks should the Nazi forces discover their location.

No radio signals from the Soviet force could mean that they have met with trouble, as there is an increased chance of encountering Nazi vessels even here, so the offices in command of the assault begin to tentatively make contingency plans for an assault without Soviet support. The odds are even less in the Allies' favour when these projections are considered.

Midnight Messages

It is half past midnight on March 22nd—the second night of waiting for the Soviets—that the leader of the investigators gets awakened by a crewmember and asked to report to the bridge. The investigator can gather the other investigators, or can come alone, but time is of the essence. When they arrive at the bridge, Commander Bell is on hand, along with a small security detail. Bell informs the investigators that they have another spy or saboteur aboard, and tells them to listen. At this, the radio operator turns up the volume on a speaker and the investigators hear a voice speaking in German, remarkably clear. The voice is that of a male adult, probably in his 20s age-wise, and his German is flawless, most likely that of a native speaker.

As far as the radio operator knows, the signal has been repeated twice thus far, with a thirty-minute break between signals, but no confirmation or follow-up message has been received. The range of the transmission could be hundreds of miles, given the extended range at night.

If any of the investigators succeed in an *Easy Speak Other Language* (German) **Cth** / *Knowledge* (German) (+2) test **Sav**, they will recognize that the message is a nonsensical string of words, without any grammatical sense. The radio operator and another uniformed seaman attempt to take notes and translate, but the page is covered with gibberish. A successful *Cryptography* roll **Cth** / *Knowledge* (Cryptography) test **Sav** gives the investigator the clue that this coded phrase is likely being fed into an Enigma machine. A special success **Cth** / raise on the roll **Sav** reveals that the code is being generated by an Enigma machine of the type used by the *Kriegsmarines*, and more-than-likely relates to *Jeremiah's* coordinates. Though this last bit is fairly obvious, the special success confirms it for the investigator.

Bell grimly exclaims that the signal must be coming from somewhere aboard *Jeremiah*, and obviously needs to be stopped. The investigators are deputized as one of several search parties to seek out the broadcaster's location and put a stop to the clandestine radio message. They are ordered to be as surreptitious as possible—to avoid letting this new Nazi agent know that they are onto him. If the investigators need armaments (likely after Eminger's death, any firearms requisitioned from the arsenal have been returned), they are readily granted access to them.

Hider in the Hull

Described on p.60, the stowaway is Midshipman Ronald Vance, his real name Reiner Vogt, a Nazi spy. Vogt is not a member of *Nachtwölfe* or Black Sun, but is a zealot with allegiance to the Third Reich. As per Eminger's orders, he maintained his cover and refrained from any sabotage, and is now broadcasting the location of the assault fleet to Ritscher Station and to any Nazi vessels within the vicinity. Vogt is concealed in one of the landers affixed to *Jeremiah*'s hull, shivering and bundled, with a hand-held radio transmitter. The exact lander is in the starboard aft quarter of the ship—identified as LC067—and Vogt has wired an antenna to allow for the broadcast outside the thick pykrete of the lander's hull.

Searching *Jeremiah* is a daunting task, given the immense size of the bergship. There are a total of eight search parties, and unless they choose another section of the ship, they will be sent to the quarter in which Vogt is hiding.

Cth Searching for Vogt is a concerted action, requiring at least ten successful Listen or Spot Hidden (pick one) roll results, each requiring ten minutes of time by each investigator. A special success counts as three towards this total. A fumble means that the investigators somehow managed to confuse or distract one each other, removing one success. Any NPCs added to the investigators' search party will have both skills at 35%.

It is inevitable that Vogt will be found by one of the search parties: the only variable is how long it will take to find him. If he is not found before his next broadcast, the number of search parties will be doubled and a general alert will be sounded. Thus, the investigators have two cycles of searching before that third broadcast goes out, assuming the spy sticks to the schedule. If he is not found by the end of an hour, a general assembly will be called and the ship's roster will be checked and every man aboard will be accounted for, a process that will take at least another half-an-hour.

If having the investigators be the ones assigned to the very area the spy is hiding feels too contrived, the Keeper can elect to have one of the other search parties find him, though this is less dramatic. Once Vogt is found, the Keeper should have the lead investigator make a Luck roll. Success means that they are informed before Vogt is killed, and are first on the scene where the search party has cordoned off the area surrounding Vogt's bolthole.

Sav

Searching for Vogt is a Dramatic Task using Notice as the appropriate Trait. If a Club card is drawn, the roll has a -2 penalty. If the roll fails, the investigators managed to confuse or distract each other and the search parties, removing one success. If all five actions end without the investigators finding Vogt, he makes his next broadcast and the search begins anew.

If Vogt makes a second successful broadcast without being found, the general alarm is sounded. If he makes three successful broadcasts without being found, a general assembly will be called and the ship's roster will be checked and every man aboard will be accounted for, a process that will take at least another half-an-hour.

Once Vogt is found, extricating him is not that easy. He has removed a steel panel granting access to the interior of the lander, and climbed down into the bottom, holed up, where he's been since nightfall. The broadcast is being made with a suitcase-sized SOE-issued "B2" wireless radio set broadcaster, provided by Embry when the bergship first set out. Vogt is using a flashlight for illumination. He has a scrap of paper with the ship's current coordinates encoded by the Enigma machine (also smuggled onto *Jeremiah* by Embry), but the machine itself was thrown overboard before the broadcasting began.

*doesn't matter that this one is made of ice,
there's always a rat* arthur morris



Cth

As with Oswald, Vogt has statistics equal to those of an American Factory Worker from KG, p.257, with the addition of skills in Cryptography 35%, Hide 50%, Own Language (German) 70%, Radio Operator 50%, Sneak 40%, Sabotage 35%, and Throw 50%. He's armed with a *Walther PPK pistol* (40%, damage 1D8, atts 3, base range 15 yds) and a No. 82 grenade (50%, 6D6/3yds) which he will use as a last resort. He has close-cropped blonde hair and a broken nose, and speaks with a working-class accent, and has bundled himself up with enough layers of clothing to provide 1 point of armour.

Sav

Vogt has statistics equal to those of an American Factory Worker from KG, p.257, with the addition of skills in Stealth d6, Knowledge (German) d8 and Knowledge (Cryptography) d6, Knowledge (Communications) d6, Throwing d6. He is considered a Wild Card. He's armed with a *Walther PPK pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto). He also has a No. 82 grenade (5/10/20, Damage 4d6 LBT, HW **Sav**) which he will use as a last resort. He has close-cropped blonde hair and a broken nose, and speaks with a working-class accent, and has bundled himself up with several layers of clothing.

The Keeper should consult p.40 for a description of the lander, remembering that it is upright and latched to *Jeremiah's* hull. This may make any attempts to shoot at Vogt *Difficult* though it also increases the chance that any missed shot ricochets and hits him **Cth** / Any attempts to shoot at Vogt are made against Medium Cover (-2) **Sav**. Other means of dealing with him might include smoke grenades or psychological coercion. Vogt is unwilling to be taken alive, and will begin firing the moment someone discovers his hideout. He has only eight shots, and his chance of hitting anyone from his vantage point is *Difficult* **Cth** / Vogt has a -2 penalty to any Shooting or Throwing tests **Sav**. Unlike Eminger, he does not have any special suicide pill or any exotic means of doing away with himself and must depend on using his grenade or a last bullet on himself.

If Vogt is taken alive, Bell has him immediately thrown into the hastily repaired brig, the same place where Eminger sat so recently. Vogt is handcuffed to a chair, which has since been riveted to the floor. Unlike the interrogation with Eminger, two guards remain in the room at all time, sidearms pointed directly at Vogt's head, ready to shoot if anything unnatural happens, or if the man somehow manages to get free.

Vogt is uncommunicative and hostile, offering no information other than to taunt his interrogators. He will refuse to speak English, switching to his native German, and remains stubborn and defiant. Unlike Eminger, he is arrogant and does not care enough even to make the pretence of cooperation with his captors. Bell will let the investigators confront the prisoner, though he is an honourable man and will not condone the use of excessive brutality or torture. He leaves, heading back to the bridge.

A check of the spy's identity pegs him as "Midshipman Vance," and researching his duty report states that Vance was assigned to the vehicle maintenance on the flight deck for much of the voyage thus far. Should anyone decide to examine Vance's service record, they will find that much of it is forgery, his papers created by Eminger.

If by some means Vogt can be coerced to talk, he will provide (in German) his name and rank. He reveals that Osterman and Eminger were the other members of his cell, and says that he has fulfilled his mission and is content to die at this point.

At this point, an emergency klaxon sounds and a loud-speaker crackles, audible from even inside the brig.

"All hands to stations. U-boat sighted. Ready for impact."

At this, Vogt begins to grin and laugh grimly, an expression of pure malice across his features.

Terror From The Deep

Since the investigators are not assigned to any duty stations, they are on their own while the rest of the crew scrambles in the face of an imminent attack. The Keeper should ask what they intend to do. Asking any crewmembers or the guards what is going on doesn't yield much more than the announcement provided. They will eventually get word that one of the destroyers sighted a submarine, which may prompt them to seek more information. Below-deck, torpedo tubes are being filled, and the interior of the bergship resounds with the noise of the crew readying for combat.

If the investigators choose to do nothing and remain below-deck, they'll find themselves waiting and listening as events occur off-screen. The Keeper should read the sections below and relay them to the investigators from whatever vantage point they have chosen to ride the next tense moments out in.

If they head onto the flight deck into the night air, they see a scene of rapid deployment: deck crews readying fighters for takeoff and all loose equipment and gear being tied off and stowed, in anticipation of potential impact. Mk 24 FIDO anti-submarine homing torpedoes are being affixed onto Spitfires, and depth charges are being wheeled out on mobile racks. In the distance, ship lights give away the locations of *HMS Icarus* and *USS Massey*, the two destroyers accompanying *Jeremiah*, and their own alert klaxons echo across the dark water.

Inside the command deck, the investigators glean a broader picture of what the bergship is facing. The mood is tense, and the sonar operators are at work scanning the waters surrounding the bergship. Bell tells them that one of the destroyers relayed word of a long-distance sighting that may have been a submarine periscope, likely a U-boat, moments before it submerged. They contacted Bell, who ordered a full alert status, and the bergship and destroyers are ready to move into defensive positions, hoping that the sighting was a false alarm. Now spotters are watching in all directions for any sign of the U-boat, fearing that where there is one, more will follow. *Jeremiah* is untested against

torpedoes, and an enemy vessel could do it considerable damage before it can be dispatched, if at all.

One of the sonar operators suddenly blurts, "I've got a signal. 800 metres away and incoming!" which is quickly repeated by Bell over the bergship's intercom. Everyone on the vessel braces for impact... and tense moments later, a sonar operator counts down the range of the torpedo as it decreases, stopping at 300ft (91m). An unimaginably long couple of seconds passes, and there is a muffled thud as something strikes the hull. From the flight deck, it's obvious where it happened, as a great gout of water sprays upwards and outward.

Something is wrong, though.

Rather than the roar of an explosion and the catastrophic roar of hull rupturing, there is barely a tremor.

Bell wonders aloud if it was a misfire, or if the charge was set incorrectly. A terse conversation with the damage control crews below-deck reveals that there was an impact, but it was minimal, and the hull was neither breached nor substantially damaged. Once the exact section of the impact is identified, a damage control crew on the flight deck races to check and see if any damage is visible from above the waterline. Eyes on the command deck follow that crew as it makes its way across the flight deck to verify the lack of damage.

Unbeknownst to the investigators, Vogt's message was heard by his Nazi allies. A U-boat based out of Ritscher Station moved to intercept, submerging once it made visual confirmation about the whereabouts of the bergship and the two destroyers.



The torpedo that it has just launched was not a dud, however, and was something much worse. In addition to conventional armaments, the U-boat is equipped with several experimental torpedoes created by the *Nachtwölfe* on Antarctica, designed to discharge a biological horror cultivated from the elder thing city. Instead of an explosive charge, the payload of the torpedo is a mass of biological matter harvested from a shoggoth and suspended in a cylinder of highly enriched *die Vitalität* (see KG, p.109). The torpedo is constructed so that once it strikes its target, the *Vitalität* is injected into the shoggoth matter with considerable force, causing the cylinder inside to rupture, spreading the enriched shoggoth genetic material onto the torpedo's target, where the shoggoth material is greatly accelerated, cultivating an instant horrific shoggoth monstrosity, a weapon intended more for terror than simple collateral damage.

As the damage crews reach the edge of *Jeremiah's* flight deck and look over the edge, the sense of relief quickly shifts to horror as black, slimy tendrils reach out from something affixed to the side of the bergship's hull and grasp one, then two of the men and yank them overboard. Stunned disbelief causes everyone on the command deck to stare, mouths agape, as something ghastly and horrible then flows over the edge of, and up onto the flight deck, the starlight glistening off its black, foetid bulk. If the investigators have any experience with shoggoths, they will recognize one immediately, or a successful Cthulhu Mythos skill roll *Cth* / Knowledge (Mythos) test *Sav* will also identify the nature of the horror.

The creature oozes across the deck, causing utter pandemonium as crewmembers fall back in fright and insanity, desperately trying to find a means of harming the creature. Even on the bridge, the monster's presence is devastating, with the sonar operator looking up from his station and falling back in a panic.

DIE VITALITÄT-ENRICHED SHOGGOTH

This *Vitalität*-enriched shoggoth creature is larger than most, though lacks much of its instinctual movement and cunning, and is instead a blind all-consuming blob of sluggish matter.

Cth STR 76 DEX 4 INT 2 CON 57
SIZ 96 POW 3
Hit Points: 77

Damage Bonus: +8D6; **Move:** 8 (rolling).

Weapons: *Crush* 40%, 9D6.

Armour: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage, impaling or not; a shoggoth regenerates 2 Hit Points per round.

Spells: none.

Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth.

Attacks: See p.172 of *Call of Cthulhu, Sixth Edition* for information.



Attributes: Agility d4, Smarts d4, Spirit d4, Strength d12+7, Vigor d12+6.

Skills: Fighting d12, Notice d6.

Pace: 10; **Parry:** 9; **Toughness:** 19.

Special Abilities

- **Amphibious:** A shoggoth has a swimming pace of 12".
- **Huge:** Attackers add +4 to their attacking rolls.
- **Immunities:** Firearms and electrical attacks only do half damage.
- **Other Worldly:** The alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Regeneration:** A shoggoth makes a Vigor roll every round. Each success and raise removes one wound.
- **Seep:** A shoggoth can squeeze through any porous material as if it was Difficult Ground.
- **Size +8:** Shoggoths are mind bogglingly big.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A shoggoth can create any number of tentacles a round. They each have a Reach of 3, but only up to 4 can attack the same target at any one time. They gain a gang up bonus if more than one does attack the same target.
- **Terror (-2):** those who see a shoggoth must make a Spirit (-2) test or roll on the Terror Effects Table (KG, p.182). Even those who succeed at their Spirit roll still gain 1 point of Dementia.
- **Weakness (Fire):** A fire attack against this shoggoth receives a +4 bonus to Damage.

Meanwhile, Bell shouts that the U-boat is still prowling somewhere out there! If the investigators wish to, they are welcome to man the sonar station or battle the shoggoth on the flight deck. Without someone to handle the sonar station, the bergship is temporarily blind, though the destroyers are also trying to locate the U-boat on their own.

Bell orders explosives brought up from the arsenal, and if the investigators wish to go battle the creature, they can do so. After seeing it react after a few moments, investigators who succeed in an Idea roll *Cth* / Smarts test *Sav* may realize that the creature seems susceptible to fire, and could requisition flamethrowers to fight it. Like the explosives, however, additional armaments will take 1D6+3 rounds to arrive at the scene of the battle. The investigators may also choose to detonate one or more of the depth charges on deck (a Demolitions check *Cth* / Knowledge (Demolitions) test; see details in IG, p.106 *Sav*), use deck guns against it (Heavy Weapons *Cth* / Knowledge (Artillery) or Knowledge (Gunnery) *Sav*), or attempt to lure the shoggoth into the path of a parked air-fighters' guns (Pilot or Heavy Weapons *Cth* / Shooting *Sav*). Any of these tactics are drastic options, but will be effective against the shoggoth.

The radio operator on *Jeremiah's* deck reports that the sonar operators on the two escort destroyers are trying to triangulate the location of the submarine, and will

relay coordinates. Investigators can assist with this task using the Radio Operator or Sonar skill **Cth** / Knowledge (Communications) or Knowledge (Sonar) **S^{av}**, with a successful roll giving the coordinates of the U-boat at that time, so that the destroyers can attempt to destroy it with depth charges.

Radioed messages crackle back and forth between *Jeremiah*, *Icarus*, and *Massey* as the operators relay their commanding officers' orders, attempting to locate and destroy the submarine before it is able to make another pass at *Jeremiah*, when suddenly, the bergship's sonar picks up something... a group of extremely large signals, moving to intersect. The radio operator attempts to hail the incoming vessel, but gets no response.

The radio operator from *Icarus* barks in warning that they have detected a torpedo en route to *Jeremiah* from one of the newly arrived vessels. The order goes out to brace for impact. Tense seconds pass, and then suddenly, a great splash appears in the water 800 yards (730m) away from *Jeremiah*'s bow, signifying an underwater impact against a submarine. A moment later, debris begins to surface, signalling the U-boat's destruction.

Jeremiah's radio operator patches a voice through the speakers on the bridge. The voice speaks in English, albeit with a thick Russian accent:

"Allied vessel Jeremiah. This is Captain Gennady Vyatkin, of G-3. Requesting permission to join forces. My apologies for our delay."

Bell wipes his forehead, and takes the radio microphone in hand, welcoming them to the party.

Strange Bedfellows

With the crisis of the U-boat dealt with, the shoggoth should be not too difficult to eliminate with the combined forces of the investigators, deck armaments, and the like. Ten newly arrived Soviet Goliath mega submarines surface alongside *Jeremiah* and Captain Vyatkin emerges to have a bullhorn conversation with Commander Bell. Over the next few hours, the additional forces are welcomed and their numbers tallied alongside that of the bergship, HMS *Icarus*, and USS *Massey*.

The Keeper should consult p. p.11 of the **Introduction** for more information about Project Goliath, and **Fighting Forces of the Antarctic Front** on pp.351–357 for information about the additional forces.

In the following hours, the fleet is united, and personnel and information is exchanged. The Soviet submarine fleet departed from Port Pegasus, Australia, where they took on various Australian and American units. They encountered German U-boat activity earlier, and were forced to travel underwater for considerable stretches to avoid detection, wary of tipping the Nazis off to their ultimate destination. It is for this reason that they were radio-silent and previously unable to signal their Allies.

Additionally, they have with them an ace-in-the-hole: U-3517, a captured and intact German *Elektroboot*, installed with the mysterious navigational device recovered on Saxenberg (still inactive). The Soviets are keeping a firm grasp on this invaluable tactical asset, but are willing to use it to gain covert access into the German base.

After all of the introductions are made, the leaders of the units making up the assault force now include the following:

Lieutenant Alexander Zhulin, Soviet 98th Guards Airborne, a group of Soviet paratroopers that has fought alongside the Red Devils in the past.

- Captain Piotr Ulanov, commander of the Soviet 28th Ski Brigade, bringing a wealth of cold-weather combat experience to the battle.
- Commander Evgeni Koroleva of the Soviet 35th Red Banner Army. In sheer numbers, his men represent the largest single formation in the campaign.
- Captain Stefan Anatoly Rudenko, leader of the Soviet's 101st Rifle Division, brought into service alongside the 35th.
- Captain Pavel Yakunin, Russian naval officer in charge of U-3517, heading a submarine crew adapted to the German vessel.

The Australian forces include the following leaders, each representing a squad or more of troops:

- Commander Reynold Owlsey of Z Special Unit out of Fort Pegasus, the South Pacific counterpart to the British SOE.
- Commander Edmund Longford of the W Unit, the "Ghostwatchers," a group of hardened (though colourful) commandos. A successful Cthulhu Mythos roll will reveal that these soldiers have been connected to various Mythos-related covert actions across several theatres of conflict.
- Captain Gareth Logue of the 5th Independent Company, also known as "The Snow Dogs," another group skilled in arctic combat conditions.
- Lieutenant-Commander Philip Wright of the Second New Zealand Expeditionary Force, 3rd Division, bringing nearly 1,000 men from Port Pegasus.
- Captain "Hoop" Kaimona, head of the Māori Battalion out of New Zealand.

Finally, the forces provided by the United States are led by:

- Captain Stephen Hocking, leader of the U.S. 1st Marine Division, "The Old Breed," just diverted from Port Pegasus.
- Captain Tom O'Halloran, commanding officer of the Marine Raiders, veterans pulled from the 1st Marine Division, re-assembled for this assault after being previously disbanded.

With these men and the troops they command, all of the potential Allied forces are now assembled and united. The final stretch of the sea voyage is begun anew, several days away from the coast of Antarctica and the assault on Ritscher Station. In the distance, the first icebergs can be spotted amidst the fog, and a chill descends upon all of the forces as they move forward into the unknown.

KEY FIGURES ABOARD JEREMIAH

The planned assault has brought together soldiers and engineers from all the Allied forces, diverted at this last minute from what seemed an all-but-won war effort. Though it is a desperate gathering assembled at great haste, all of the crew and passengers of *Jeremiah* know how much is at stake.

GEOFFREY PYKE, FATHER OF PROJECT HABAKKUK

Born in 1893, Pyke is the son of a Jewish lawyer. While at Wellington, he wore the dress and assumed the habits of an Orthodox Jew, and as a result encountered racism and no small amount of humiliation. He withdrew, entered private tutoring, and then eventually enrolled at Cambridge.

When the Great War broke out, Pyke ceased his studies and went to Germany in 1914 as a war correspondent. Being fluent in German meant he could learn firsthand what the German experience of the war was, as they mobilized against Russia. After a relatively short time in Berlin, Pyke was arrested as a spy and sent into solitary confinement, eventually being transferred to an internment camp in Ruhleben, outside Berlin. After nearly dying of double pneumonia, Pyke planned in earnest to escape, working together with another prisoner and fellow Englishman, Edward Falk. Pyke and Falk embarked on a daring rescue, first escaping the prison's confines, daring the streets of Berlin to purchase camping equipment and supplies, and then crossing Germany on foot and via railcar in an attempt to reach the Dutch border. They were successful, and Pyke's letters to his editor back in England were widely read—a daring and true account of the first Englishman to enter and exit Germany during the war. In 1916, he published a memoir about the experience.

With the end of the war, Pyke began dabbling in the commodities market, with several unorthodox schemes at making money. He married and had a son, becoming obsessed with education, forming an unconventional school run out of his house, and enrolling a noted psychologist as the school's director. In 1927, his adventures in finance came to an end, and bankrupt, Pyke was forced to close the school. He withdrew into depression and debt, socially isolated and embittered.

When the Nazis rose to power and began publically seeking scientific justification for the extermination of the Jewish people, Pyke's anger was stirred and he sought to rally

Christian support against the Nazi regime as a response. He published many articles on the subject, but then became involved in the more looming issue of the Spanish civil war. To make up for the lack of ambulances in Spain, Pyke organized the purchase of a great number of American-made second-hand Harley Davidson motorcycles and invented a motorcycle sidecar suitable for transporting patients or carrying medical supplies.

In 1939, Pyke returned to his goal of opposing the Nazi Party, and attempted to gauge the true feelings the German populace had about the party. To this end, he sent agents into the country posing as professional golfers on tour, conducting informal interviews and polls of the German people, even to the extent of a planned challenge against the Frankfurt golf club. Pyke's plan was to collect enough information to present to Hitler himself that the Nazi cause was an unpopular one, hoping that the Fuhrer would see reason and abandon the course towards German nationalism. Such was not to be, and Pyke's agents were withdrawn in haste when their cover was blown.

With war looming, Pyke devoted his energies to all things military. He wrote a book on strategy and made plans for a balloon-mounted microphone system to detect enemy aircraft, and eventually devised plans for the "Weasel," a screw-propelled snow vehicle using the Armstead snow motor, which would help mobilize arctic soldiers to harass and hinder larger forces. Impressed, Lord Mountbatten brought Pyke onto his staff, and Churchill himself was impressed enough with the planned snow-screw-mounted force to note that: "*Never in the history of human conflict will so few immobilize so many.*"

Pyke went to the United States to oversee development of the vehicle as part of Project Plough, an overall plan at achieving military supremacy in arctic conditions involving Allied troops parachuting into Norway and establishing a base on *Jostedalsbreen* glacial plateau. Despite Churchill's enthusiastic reaction, the screw-driven design was abandoned in favour of a more traditional tracked vehicle, the U.S.-manufactured M-29. Pyke's disagreements with his American associates grew untenable, and he was eased off the project and returned to the United Kingdom. As noted in *The Birth of Project Habakkuk*, (p.49) Pyke's firing was in name only. The reality was that Mountbatten had briefed Pyke on the Cthulhu Mythos and the occult aspects of the war, causing considerable distress. Pyke was voluntarily admitted to a mental institution for a short while, his sanity damaged sorely by those revelations. When he was released, he was reassigned to the true continuation of Project Habakkuk: the bergship known solely by the code name *Jeremiah*. Additionally, all manufactured prototypes of Pyke's Weasel are stored on *Jeremiah* for use in the assault.

Now, against his better judgment, Pyke is accompanying *Jeremiah* on the bergship's maiden voyage. Though he is more adept at theoretical discussions and big pictures versus the nuts-and-bolts engineering issues facing the bergship, his

insight has proven invaluable in maintaining it along the way. He is still uncertain how seriously to take the occult aspects of the Third Reich, despite his sojourn in the asylum. The threat of a long-term Nazi base in Antarctica, however, is easy to grasp, and Pyke is more-than-happy to tolerate this seemingly daft talk of slime-coated tendrils, cyclopean ruins, occult super-science, and necromantic horrors, so long as it means ending the Axis menace forever.

In 1939, Pyke returned to his goal of opposing the Nazi Party, and attempted to gauge the true feelings the German populace had about the party.

Appearance: A slender man with a high forehead and long nose, Pyke wears round-rimmed spectacles and dresses primarily in tweeds. At the time of the journey to Antarctica, he has not had much time for personal grooming, so his hair is in an unkempt thatch with a full beard and moustache: an almost stereotypical vision of the classic English boffin. He continues to maintain the air of an Orthodox Jew, in defiance of the Axis powers and the English who formerly scorned him. Pyke is also somewhat blunt and argumentative, almost to the point of rudeness, and frequently finds himself at odds with co-workers or underlings.

Cth STR 11 DEX 13 INT 17 CON 10
 SIZ 10 APP 12 POW 14 EDU 22
 SAN 52 Hit Points: 10

Damage Bonus: None.

Skills: Aeronautical Systems 40%, Art (Journalism) 40%, Chemistry 25%, Combat Engineer 25%, Credit Rating 40%, Cthulhu Mythos 1%, Dodge 40%, History 35%, Law 25%, Mechanical Repair 30%, Military Doctrine 20%, Physics 20%, Psychology 30%, Sneak 30%, Theology 20%.

Language Skills: English 100%, Dutch 20%, German 85%, Greek 35%, Latin 20%.

Weapons: None.

*it should be obvious to all that the
 antarctic theatre is the last...
 and the most terrible*

Sav



Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (Aeronautical Systems) d6, Knowledge (Dutch) d4, Knowledge (German) d8, Knowledge (Greek) d6, Knowledge (Latin) d4, Knowledge (Occult) d4, Knowledge (Psychology) d6, Notice d8, Persuasion d4, Repair d8, Stealth d6.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 6.

Hindrances: Stubborn.

Edges: Scholar (+2 to Repair and Knowledge (Aeronautical Systems)).

REAR ADMIRAL RICHARD E. BYRD, WORLD-RENOWNED EXPLORER

From an aristocratic and wealthy family of Virginia land-owners and politicians, Byrd joined the U.S. Navy out of college, though he retired fairly soon after due to a long-standing ankle injury. He served Stateside in the Navy and Coast Guard during World War One as a pilot and navigator, commanding the Air Forces of Canada until the armistice. After the war, Byrd was navigator for the world's first transatlantic crossing, and commanded the aviation unit of MacMillan's polar expedition of 1925. In 1926, Byrd co-piloted an attempt to cross the North Pole, and claimed to have succeeded (though later controversy declared otherwise). After his return, he was promoted to the rank of commander and awarded the Medal of Honour. Later, he took part in a contest to complete the first nonstop transatlantic air crossing, but his plane crashed while practicing beforehand, and Charles Lindbergh won the prize and the subsequent honours. He was later awarded the Distinguished Flying Cross for his efforts.

From 1928 to 1929 Byrd led an Antarctic expedition, landing on the Ross Ice Shelf and constructing a camp there named "Little America." From that vantage point, Byrd was able to fly over the South Pole and back, the first man to have done so, and claimed to be the first man to have flown over both Poles. As a result, he was granted the rank of rear admiral, the youngest man to have ever held that distinction. A following expedition in 1930 was awarded with the National Geographic Society's gold medal, and with all of this acclaim came great celebrity, with a film based on his exploits.

He undertook two additional expeditions to the Antarctic, in 1933–35 and 1939–1940. In the earlier expedition, Byrd suffered carbon monoxide poisoning while manning a meteorological research station alone for several months. In 1938, between the expeditions, Byrd visited Hamburg, Germany, as a guest of the German government, but chose to say no to an offer to join Ritscher's *Neuschwabenland* expedition. His leadership of the second expedition, focused on research, was cut short when Byrd was called back to service at the Office of the Chief of Naval

Operations. For the next four years, Byrd served as a consultant to various naval commanders in the Pacific Theatre, and led several survey missions over the Pacific, as well as visiting the European Front.

Byrd is an enthusiastic and well-respected member of the Freemasons and has been so for much of his adult life, even going so far as to drop Masonic flags at either pole when flying over them. The 1933–35 expedition was heavily staffed with Freemasons (almost three in four men of the expedition were fellow Freemasons), and Byrd established the first Antarctic Masonic Lodge in 1935.

When Byrd became aware of Nazi ambitions in Antarctica, he contacted the British War Council and made his case to Lord Mountbatten. Subsequently, he was assigned to the Antarctic strike force, to be stationed aboard *Jeremiah* as support to Commander Bell and as an adjunct to Pyke.

Appearance: Byrd is a tall, athletic male with a handsome, warm face. His hair is dark and curly, usually pomaded back from his high forehead. He is highly charismatic, with an upper-crust West Virginia accent and friendly demeanour.

Cth STR 13 DEX 13 INT 15 CON 14
SIZ 14 APP 14 POW 14 EDU 20
SAN 62 Hit Points: 14

Damage Bonus: +1D4.

Skills: Aeronautical Systems 75%, Astronomy 50%, Biology 20%, Cold-weather Survival 50%, Cold-weather Vehicle Maintenance 45%, Command 65%, Credit Rating 70%, Cthulhu Mythos 4%, Damage Control 30%, Electrical Repair 30%, Geology 30%, Institutional Lore 55%, Meteorology 50%, Military Doctrine 60%, Natural History 35%, Navigate 75%, Occult 20%, Parachute 40%, Persuade 50%, Photography 35%, Photo-Interpretation 20%, Pilot (Jet-engine) 55%, Pilot (Multi-prop) 70%, Pilot (Single-prop) 65%, Radio Operator 35%, Ski 35%, Spot Hidden 50%, Survival (Arctic) 40%, Tactics 45%, Track 35%.

Language Skills: English 100%, French 40%, German 25%, Latin 20%, Norwegian 15%.

Weapons: *Colt M1911 A1* (Pistol) 55%, damage 1D10+2, atts 1/1, base range 15 yds.

FINALLY, A FORWARD BASE WORTH THE
EFFORT OF UNPACKING MY DUFFEL.
TOO BAD ABOUT THE COLD.

—SGT. CARTER



Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Knowledge (Aeronautical Systems) d10, Knowledge (Astronomy) d8, Knowledge (Biology) d4, Knowledge (Bureaucracy) d8, Knowledge (Communications) d6, Knowledge (French) d6, Knowledge (German) d4, Knowledge (Geology) d6, Knowledge (Latin) d4, Knowledge (Meteorology) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Navigation) d10, Knowledge (Norwegian) d4, Knowledge (Occult) d4, Notice d8, Persuasion d8, Piloting d8, Repair d8, Shooting d8, Stealth d6, Survival d8, Tracking d6.

Charisma: +4; **Pace:** 4; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: *Lame, Stubborn, Vow (Freemasons).*

Edges: *Ace, Attractive, Charismatic, Command, Inspire, Rich.*

Gear: *Colt M1911 A1 Pistol* (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto).

COMMANDER MARTIN GROVES BELL, COMMANDER OF JEREMIAH

A seasoned sailor and commanding officer, Bell is from Yorkshire, educated at Eton, and has served aboard naval vessels continually since the First World War. He has served in nearly every position a sailor can hold, and knows all aspects of running large-scale naval vessels. Highly respected, he was the first and most obvious choice to captain the bergship, and though he has been briefed on the highest-level details of what is known about the occult Secret War, he has yet to see convincing evidence firsthand and remains sceptical.

He was on the verge of retirement, seeing that the war effort was nearly finished in Europe, when Mountbatten contacted him and asked him to captain the bergship *Jeremiah*. Though Bell feels that the rumours of secret societies full of magical Nazis are likely exaggerated, the news that the Germans have built a base in Antarctica was enough to rally him to the cause. He does not like Pyke overmuch, being one of those who originally criticized Project Habakkuk, and limits his interaction with the inventor as much as he can.

Should the investigators catch him in a rare moment of candour, he will confess that he recently became a grandfather, but wonders when he will actually lay eyes upon his new granddaughter. Bell has a wry sense of humour when he is not on duty, and is fairly droll, often peppering his conversation with quotes from antiquity. He often smokes a briarwood pipe when off-duty.

Appearance: Bell is almost 60 years of age, but remarkably fit, keeping himself in good shape. His hair is dark, though he is balding, and he has no facial hair. He has brown eyes and the lines around his eyes and at the corners of his mouth suggest someone who smiles frequently.



STR 14 DEX 14 INT 15 CON 14
SIZ 13 APP 13 POW 13 EDU 20
SAN 52 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 50%, Combat Engineer 25%, Command 75%, Credit Rating 45%, Cryptography 10%, Damage Control 50%, Diving 40%, Dodge 40%, Drive 60%, Electrical Repair 25%, Heavy Weapons 45%, History 40%, Institutional Lore 50%, Jury Rig 40%, Listen 60%, Mechanical Repair 40%, Meteorology 25%, Military Doctrine 50%, Natural History 30%, Navigate 30%, Operate Heavy Machine 25%, Persuade 30%, Radio Operator 35%, Radio Operator, Sonar 15%, Rope Use 25%, Spot Hidden 40%, Spotter 25%, Swim 30%, Tactics 60%, Torpedo 55%.

Language Skills: English 100%, French 25%, German 20%, Italian 15%.

Weapons: Webley .38/200 Service Revolver (Pistol) 60%, 1D10, atts 1/2, base range 15 yds.



Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8.

Skills: Boating d8, Driving d8, Fighting d6, Knowledge (Battle) d8, Knowledge (Bureaucracy) d8, Knowledge (Communications) d6, Knowledge (Cryptography) d4, Knowledge (French) d4, Knowledge (German) d4, Knowledge (Gunnery) d6, Knowledge (History) d6, Knowledge (Italian) d4, Knowledge (Meteorology) d4,

Knowledge (Natural History) d6, Knowledge (Navigation) d6, Knowledge (Sonar) d4, Persuasion d6, Notice d6, Repair d6, Shooting d8, Swimming d6.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor, Loyal **Edges:** Charismatic, Command, Jury Rig, Leader of Men, Rank (Officer).

Gear: Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1, Revolver) Additional Commanders and Officers.

The other commanders and commanding officers aboard the assault fleet are too many to list by name or detail individually, but in cases where their statistics may be required, it is recommended that the Keeper use the generic NPC write-ups for officers and veterans provided in KG, pp.39–47. Additional sample NPCs from other nationalities are presented in the *Achtung! Cthulhu* sourcebooks detailing other theatres of war, but are not essential.

WRAP-UP

Any investigators injured or traumatized in the shoggoth attack can seek medical attention or counselling aboard *Jeremiah*. In the meantime, repairs will occur while the fleet is underway, and the bergship becomes almost crowded as sailors, marines, and soldiers are transferred from the cramped Soviet mega submarines to more spacious accommodations. The Antarctic assault war council will expand to include the new commanding officers, and plans will be adjusted to accommodate the larger attack force and additional options made available with the mega subs.



• Book Two •

The Cold Wastes



CHAPTER 1

The Shores of Death

*"No plan of operations extends with certainty
beyond the first encounter with the enemy's main strength."
— Helmuth von Moltke the Elder*

OVERVIEW

It is March 22nd, and *Jeremiah* and its accompanying fleet near the coast of Antarctica and the strike force's ultimate target: Ritscher Station. Whatever decisions were made about the military action prior must now be enacted, and the fate of the entire mission will be decided in the coming hours.

Due to the third saboteur's radio transmission, the Allies suspect that the Nazis at Ritscher Station are aware of their presence, and have likely readied themselves against an assault. Without the element of surprise, the Allied vessels will face a daunting challenge: crossing treacherous waters to land on inhospitable terrain, attempting to seize a fortified base protected by unknown extent, fiercely defended by an enemy force of unknown size and quality. And though it has not been publicised to the troops overall, there is also the more-than-likely chance that the Nazis may have additional supernatural forces at their disposal, perhaps more horrific creatures such as the monster encountered at Saxemberg.

Despite this, the investigators must help lead into combat a group of allies unaccustomed to such horrors, and launch a desperate attack from an experimental aircraft carrier that has not yet faced a true test of battle.

THE MISSION

The investigators must choose how they wish to take part in the assault on Ritscher Station: whether helping with the aerial bombardment, entering the base via parachute, taking part in the over-water shore assault, or attempting a clandestine landing nearby and infiltrating the Nazi base on land,

crippling its surveillance array and allowing the fleet to get closer for the eventual attack. In the haste to reach Ritscher Station, the Allies plan on heading directly to its location, rather than first nearing the closest stretch of Antarctic shore and hugging it until they come into range. Any strategic disadvantage created by a head-on direct approach is insignificant next to the risk of being spotted while close to land, where the Allies know the Nazis are present. The hope is that if Ritscher Station is still unaware of the oncoming attack, it is best to reduce the window of opportunity in which the Allies can be spotted.

The objectives, however, are the same, whether a surprise attack or an expected one: cripple the base, capture and/or eliminate the German forces holding it, and disable it once and for all as a strategic asset. However, the majority of the fighting forces assembled for the assault do not know what the investigators and key commanding officers know, that there is the very real possibility of active Mythos presence on Antarctica, whether horrific science derived from Mythos elements or actual creatures of the Mythos. These aspects of the Secret War pose the greater threat to the world, and must be expunged at all costs!

THE REAL DEAL

Unbeknownst to the Allied forces assembled on and around *Jeremiah*, vast and numerous horrors await them inside Ritscher Station. The Allied hope is that the assault will cripple what is thought to be the only German base on the continent, thinking that is currently little more than a fortified supply base, but the reality is that Ritscher Station is better equipped and defended than imagined, host to evil

forces far worse than even the Nazis who man it. In addition to a robust complement of conventional weapons, Black Sun has marshalled a league of supernaturally-enhanced forces, as well as a captured entity of unimaginable power. When the assault begins, the station's leaders will unleash their entire arsenal on the Allies, freeing the imprisoned monsters within its vault should the battle turn against them. Threats contained within Ritscher Station include:

- Thousands upon thousands of conventional soldiers and sailors, with a large number of support staff, including engineers, mechanics, technicians, and even non-combatants.
- Black Sun operatives and scientists, vying for supremacy at the bottom of the world, led by the base's commanding officer, *Kommandant* Armin Thaler, a charismatic and powerful Black Sun Master.
- Monstrous *Schnee-Koloss*, or Snow Colossi, powerful creatures made by the elder things, now used as mounts on the icy Antarctic plain.
- Mechanised forces, including long-range artillery, machine gun turrets, U-boats, E-Boats, and a battalion of tanks and ground vehicles adapted for the snow.
- A magic portal to Wewelsburg Castle guarded by a fanatic legion of the mystically-bound *der Toten* assassins.
- A mystically warded Vault containing a cadre of *Gefallen* zombies, entrapped shoggoths, and the *piece de resistance*: an imprisoned star-spawn of Cthulhu, recovered from being entombed within the ice for countless millennia.

Additionally, beyond Ritscher Station lies another secret German base, this one held by the *Nachtwölfe*, Black

Sun's rivals within the Third Reich. While Ritscher Station is larger and more heavily-populated, it is focused on the shore and naval defence, while this second German instalment—called *Luftflotte Antarktika*—is primarily an airbase, with considerable air power at its command, located roughly 70 miles (113km) inland. Furthermore, both bases are situated on entrances to the vast network of subterranean tunnels that connect to Point 19, yet another German base, built upon the ruins of the elder thing civilization.

Should defeat at Ritscher Station seem inevitable, the Germans will likely exit their base and scatter across the Antarctic terrain, fleeing above and below the icy landscape, heading towards *Luftflotte Antarktika* and Point 19, turning what was initially a straightforward military assault into a search-and-destroy mission ranging all across an ice-bound continent, against an enemy with multiple bases and bolt-holes, culminating at the ancient, alien city of the elder things. And thus, the attack on Ritscher Station is but the first stage in a grander and more arduous military effort: the assault on the Mountains of Madness!

Luftflotte Antarktika and Point 19 are both detailed in *A Trail of Frost and Blood*, p.124.

Message in a Bubble

As depicted in *The Floating Kingdom*, pp.33–75, the third of the saboteurs aboard *Jeremiah* radioed the location of the bergship and its accompanying destroyers to any nearby U-boats, reaching them and prompting an attack. Fortunately for the Allies, the message did not reach beyond that vicinity, and the U-boat that received it was destroyed by the Soviets. Because of this, though the Allies are expecting that the



Germans have been alerted to the upcoming attack, Ritscher Station remains unaware of the approaching fleet. The Germans have noticed, however, that one of their U-boats has not returned, and due to this, they are redoubling their U-boat and E-Boat patrols, seeking to learn its fate, listening intently to the radio waves for a distress call or some confirmation that the submarine has been destroyed.

ORDER OF BATTLE

This chapter describes the various means of the assault on Ritscher Station in standalone fashion, providing guidelines for the Keeper to portray any strategies the investigators and the commanding officers may have devised in the prior chapter while en route to Antarctica. Because there are so many options available to the Allies, and they have a great many resources, the battle plan for taking out the station may differ tremendously, and thus the Keeper is presented with many smaller pieces from which to assemble the assault.

In the distance, Antarctica is
utterly still and quiet, though
the skies and plateaus will soon
be shattered by conflict.

Instead of a linear structure, this chapter is organised in order of the different aspects of the Antarctic assault, in their likely order of occurrence. Each section of the assault presents elements of that action described in a playable fashion or as a narrative summary of the results if the investigators are not there to witness or participate in it. Aspects of each phase of the assault are presented in roughly the most strategic order, though the tactical choices the investigators may have made could alter the way the actual battle plays out.

If the investigators did not assist in the planning of the attack on Ritscher Station, did not work with the strategy planning aboard *Jeremiah*, or were simply content to let the NPCs of the command structure call the shots, the following plan has been devised, relying on a multi-pronged assault in logical phases of opportunity, each made easier—but not dependent upon—the prior stage's success:

- **Fleet Operations:** At all times, the commanding forces aboard *Jeremiah* and the destroyer escorts must maintain clear lines of communication between multiple forces and avenues of the assault, as well as any damage control and emergent medical needs, all while (likely) taking and returning fire. This is addressed in Fleet Operations: In the Cold Distance on p.84.
- **Covert Operations:** Two squads of commandos set forth far in advance of *Jeremiah* and her accompaniment, and attempt to land on the shore several miles from Ritscher Station. They cross the arctic ice and scout the location, where they can serve as spotters and/or may attempt to disable any of the base's communication or detection systems. See The Covert Operation: Waves of Night on p.85. These commandos will then dig in and wait for the base assault, joining the forces involved in Capturing the Facility near the end of this list.
- **Naval Advance:** The Russian mega submarines move forward in advance of *Jeremiah* and its destroyer accompaniment, sweeping the area to ensure that no Nazi U-boats are able to hinder the assault. See The Approach: A Maze of Ice on p.89. This is meant to coincide with the aerial bombardment (below).
- **Aerial Bombardment:** Simultaneous to the advance, the aerial assault begins, with all available fighters launching from *Jeremiah* and enacting a series of rapid bombing runs on Ritscher Station, intended to breach exterior defensive walls and disable long-range defences. See The Aerial Assault: Death from Above on p.91.
- **Artillery Support:** *Jeremiah* and the accompanying destroyers enter the field of icebergs within 30 miles (48km) of the base and begin to fire their massive deck guns at Ritscher Station, attempting to disable any long-range defences remaining. See The Naval Bombardment: Exchange of Fire on p.92., This provides cover fire for the sea-borne portion of the assault, described in Landing Operations below.
- **Landing Operations:** The coastal assault begins, with all of *Jeremiah*'s pykrete landers launched in a staggered order, crossing the black Antarctic waters and attempting to take the icy shoreline. See The Shoreline Assault: The Longest Mile on p.95. This phase may have additional air support in the form of strafing runs on the shore, targeting any Nazi ground forces prior the Allied forces' arrival. This will lead to the base assault, described in Capturing the Facility below.
- **Paratrooper Landings:** After the base has been "softened up" with the artillery barrage and with all frontal defences tied up in defending against the beach landing, Allied paratroopers land within the base's perimeter and attempt to disable any existing defences. See The Aerial Landing: Snow-down! on p.93. This will lead to the base assault, described in Capturing the Facility, next.
- **Capturing the Facility:** Finally, the base is open to a full-scale assault from forces landing on the shore as well as parachuting in. For information on this phase of the engagement, see The Base Assault: Storming the Castle on p.97.
- **Clean-up:** At this time, Allied forces must assume control over the facility. The base must be explored, stragglers or holdouts dealt with, all prisoners must be sorted and processed, and key strategic assets must be assessed, to be disabled, destroyed, or readied for transport back to England. This section is described in Outcome: The Horror Within on p.122.

The Keeper should use the sections provided below as guidelines to accommodate any plans or tactics that might emerge during the planning or execution phase of the assault. Ultimately, the investigators should want to take part in as many of these phases as are logistically possible, though it may be more effective to limit their participation to one or two avenues of the engagement prior to the actual base attack. For example, the investigators may take part in the initial commando covert operation then hold tight until the coastal assault begins, joining the ground-based forces and the paratroopers to storm the base, or they could assist with initial bombing runs, then parachute in and take part in the base assault.

Any of these avenues should provide the investigators with enough action and challenges to make the assault on Ritscher Station an engaging one. The Keeper should attempt to make any choice the investigators make a dramatic (and dangerous) one, adding to the level of threat, improvising if need be. If the investigators choose to remain on *Jeremiah*, then the Keeper should decide that Ritscher Station does detect the incoming fleet, alerts *Nachtwölfe*, and thus sends E-Boats and an air wing targeting the berg-ship specifically.

NEW RECRUITS

If the investigators have suffered casualties or losses amidst their number, or are so injured or traumatised that they cannot continue, the possibilities for introducing new investigators at this juncture are many, due to the wide number of military forces brought together for the assault. This may also be a time where the players wish to try new investigator characters, perhaps choosing characters better suited for the rigors of the upcoming assault. These do not need to be full-time replacements, either, as the Keeper may allow the players to create temporary characters for the action, leaving their regular investigator characters for the more cerebral aspects of the campaign to come.

In any of these cases, the Keeper and the players should consult the investigator creation rules on pp.8–10 of the **Introduction**, and **Fighting Forces of the Antarctic Front** on pp.351–p.357. Most military backgrounds are commonplace, and the Keeper may allow investigators from non-military groups such as Section M, Majestic, or more esoteric orders such as the Fraternity of the Inner Light (described on KG, p.61).

Additionally, investigators can be created using the guidelines provided in various **Achtung! Cthulhu** regional sourcebooks such as the *Guide to the Eastern Front*, *Guide to the Pacific*, and *Guide to North Africa*, if desired, though none of those books is essential to the enjoyment of this campaign. Future books in the **Achtung! Cthulhu** line may also be of use, depending on their subject matter.

Splitting the Party

In the face of such a vast undertaking it is entirely possible that the investigators will find themselves drifting apart, separated into different avenues based on their specialities or fields of expertise. The Keeper can choose to simply overrule this, stating that the command structure recognises that the investigators are an effective, tight-knit group of diverse operatives who serve well together and should be allowed to operate together alongside the other forces, or the Keeper can hew to the side of “realism” and divide them, assigning each of the investigators to a different phase of the assault as appropriate, shifting between their experiences as the phases of the battle are played through. This latter method, while more militarily sound, creates a considerable amount of work for the Keeper to maintain dramatic tension for all involved parties, and may involve long periods of waiting for each investigator to receive attention.

*Ritscher Station's forces are
trained to resist Allied attacks, but
never an assault on this scale.*

One option for a divided party might be to utilise the Tag Teams method described on p.81, placing one or more investigators among a group of temporary characters supplied by the Keeper for different phases of the assault. When the groups begin to converge during the base assault, the investigator group can re-unite (or remain separate) as the course of the battle dictates. If things go disastrously wrong for the assault on Ritscher Station—and there is a strong chance it will—a divided team of investigators may be the best option, with the surviving member(s) forming the nucleus of a new investigator group.

RITSCHER STATION AND LUFTFLOTTE ANTARKTIKA

Unbeknownst to the Allied forces converging upon Ritscher Station, the base itself is only one of the handfuls of strongholds the Nazis have established in Antarctica. Though Ritscher Station is the oldest and foremost, internal divisions within the Nazi forces—particularly the rivalry between Black Sun and *Nachtwölfe*—has led to the formation of another large base around 70 miles (113km) inland... *Luftflotte Antarktika*, described fully in the next chapter, on pp.153–166. Whereas Ritscher Station is primarily a coastal base run by Black Sun, *Luftflotte Antarktika* is an air-base crewed and managed by *Nachtwölfe*.

Ritscher Station and *Luftflotte Antarktika* are nominally allied, but barely so, and the near-imminent collapse of the Third Reich in Europe has intensified the enmity between

Tag Teams

An ambitious Keeper might also use this military action as a chance to allow the players to play multiple groups of investigators, each taking part in a separate aspect of the military strike. This will allow the Keeper to get the most out of this chapter of the campaign, with the players involved in more than one of the proposed avenues for the Antarctic assault. Diversifying the different branches of the strike force can also paint a fuller picture of the whole effort, and will relieve the inadvertent pressure of having all of the investigator eggs in one basket (so to speak). Such investigators could be grouped by specialised units: commandos, marines, soldiers, paratroopers, etc., a less diverse mix than a traditional investigator party but more focused and likely more capable in their field of expertise.

With such an adventure structure, the Keeper should streamline (or do away with entirely) the character creation process, to quicken the immersion in the story and to prevent too much attachment to individual investigator characters. The most obvious and useful method is for the Keeper to pick sample investigators from those listed in the *Keeper's Guide* or some of the regional sourcebooks mentioned above, based on the requirements of each phase of the assault. These write-ups can be customised further based on nationality and/or the military group they're assigned to, based on guidelines presented in **Fighting Forces of the Antarctic Front**.

The investigator types described below might be useful for each phase of the assault, either in place of the "normal" investigators or as adjunct to them:

- **Fleet Operations: In the Cold Distance (p.84):** As with approach and the naval bombardment, this section focuses on joint command and communication, waiting and responding to the flow of battle, and less on independent action, making it less appropriate for the players to be involved.
- **The Covert Landing: Waves of Night (p.85):** For this initial clandestine phase of the assault, the Keeper should utilise a team composed of British Commandos (Elite), GHQ Liaison ("Phantom") (Elite), or the U.S. Army Rangers (Elite), described, respectively, on *KQ*, pp.44, 43, and 40.
- **The Captured Submarine: Deep Undercover (p.88):** In this daring mission, a group of sailors pilot a captured German submarine into the submarine docks at Ritscher Station, seeking to enter the base and wreak havoc from within. Suitable troops for this phase include British seamen and Commandos (Elite), with some Royal Engineers (Regular) along for demolition duty (*KQ*, p.42 and 44).
- **The Approach: A Maze of Ice (p.89):** This phase of the assault focuses on the commanders and crews of Jeremiah and the accompanying destroyers or submarines. There are few avenues here for personal actions, with the majority of activity here being the coordinated work of dozens, if not hundreds, of crewmembers. Individuals in this phase of the adventure could be drawn from any branches of the forces as they are transported into battle.
- **The Aerial Assault: Death from Above (p.91):** The aerial assault will be crewed primarily by pilots and crew, with example investigators best represented by the British Special Air Service (Elite) and the RAF Pilot (Regular), described on *KQ*, pp.43–46.
- **The Naval Bombardment: Exchange of Fire (p.92):** As with "The Approach: A Maze of Ice" (above), this section of the assault is more about the accomplishments of large, coordinated crews and commanding officers, rather than tight-knit teams of specialists acting independently. If the Keeper wishes to place the investigators aboard the fleet vessels for this phase, any profession or branch of the service will do, though common sailors are the most active here.
- **The Shoreline Assault: The Longest Mile (p.95):** The phase where the forces aboard Jeremiah and the two destroyers launch a shore landing is filled with British Infantry (Regular and Officers), Guards Units (Veteran), Royal Engineers (Veteran), U.S. Infantry (Regular), and U.S. Infantry Officers, described on *KQ*, pp.38–42.
- **The Aerial Landing: Snow-down! (p.93):** The airborne attack on Ritscher Station is best accomplished with the British Parachute Regiment (Veteran), Commandos (Elite), and the Special Air Service (Elite), described on *KQ*, pp.43–46, and the U.S. Airborne (Veteran) and the U.S. Army Rangers (Elite), described on *KQ*, pp.39–40.
- **The Base Assault: Storming the Castle (p.97):** The concerted assault on the base is where all of the various branches of the forces converge, and would be appropriate for any of the aforementioned groups, as well as any others the Keeper wishes to introduce. Especially prominent should be soldiers specializing in covert strikes, and specialists such as the Royal Engineers (Regular), described on *KQ*, pp.42–43. This is also a wonderful place for the Keeper to introduce many of the clandestine occult operatives working for the various Allied powers, such as members of Section M, Majestic, Institute 21, Otdel MI, etc.

The Keeper can present fully generated investigator characters for these parallel actions or can present templates and allow for the players to customise them with personal names, ranks, and potentially adjusting characteristics and skills based on a limited pool of points.

For sections involving fleet activities and less overt action, the Keeper might choose to assign key NPCs such as Bell, Byrd, Pyke, and the captains of the destroyer escorts and the Soviet mega submarines to the players, allowing

(continued on the next page...)

(continued from the previous page...)

them to make decisions during the assault, relaying their orders to their subordinates, who may be played by the selfsame player characters!

Cth

An excellent example of the adventure structure — in which multiple parties of player-run investigators work simultaneously towards the same goal — is the Chaosium, Inc. scenario “Raid on Innsmouth,” published in the *Call of Cthulhu* sourcebook *Escape from Innsmouth* (1992). This rare and (sadly) out-of-print mini-campaign describes a U.S. government raid on Lovecraft’s tainted town of Innsmouth, allowing the players to assume roles in six separate groups, each an aspect of a grander military action with interdependencies based upon the successes and failures of each other group.

the two factions. Though all are loyal to the Third Reich, each base is also staffed with a large number of German soldiers who are not members of either faction, but the distinct lack of cooperation and respect between Black Sun and *Nachtwölfe* is pronounced. In the absence of clear leadership from the Fatherland, both forces have resorted to squabbling for supremacy here at the end of the earth.

Because the airbase is less prominent, better concealed, and the bulk of its activity primarily concerned with transport of materiel between Ritscher Station and other Nazi bases on Antarctica, *Luftflotte Antarktika* is as-of-yet-unknown to the Allies. They have suspicions of an aerodrome on the Antarctic plains, but have no idea how extensive or well-established it is, and are utterly oblivious to its role as a link between the Elder City and Ritscher Station.

In the course of the raid on Ritscher Station, the Allied forces are more-than-likely to become aware of additional German bases in Antarctica, and will almost assuredly see a large number of German soldiers fleeing across the icy plains to the *Nachtwölfe*-controlled airbase in the aftermath of the assault. Unless the first action of the strike against Ritscher Station is to disable radio communications, the radio operators will take the opportunity to signal their countrymen at the airbase or to send a distress message overland as rapidly as possible. Though they are rivals, jockeying for status within the Third Reich itself, either faction will rapidly put aside any differences and work together in the face of an Allied assault.

If *Luftflotte Antarktika* receives advance warning of the Allied forces besieging Ritscher Station, they will react according to the situation as it evolves or as it is presented to them. If *Nachtwölfe* receives word that Ritscher Station is holding its own against the Allied assault, they will send reinforcements in the form of experimental aircraft and

reliable German fighters and bombers. They will open their garages and send juggernaut-scale Nazi super-heavy tanks en route to the battle, and will focus all of their efforts on readying themselves for ground combat and a base defence against the invading Allied forces. If the station is all-but-lost, they will focus on shoring up their defences and strategically redeploying as many of their resources as possible to the Elder City, by ground vehicles and then by aircraft. If they receive word that Ritscher Station has utterly fallen and that the Allies are en route to *Luftflotte Antarktika*, the *Nachtwölfe* forces there will make initial steps to flee, destroying the base and potentially setting the reactor to detonate.

RUNNING THE ASSAULT

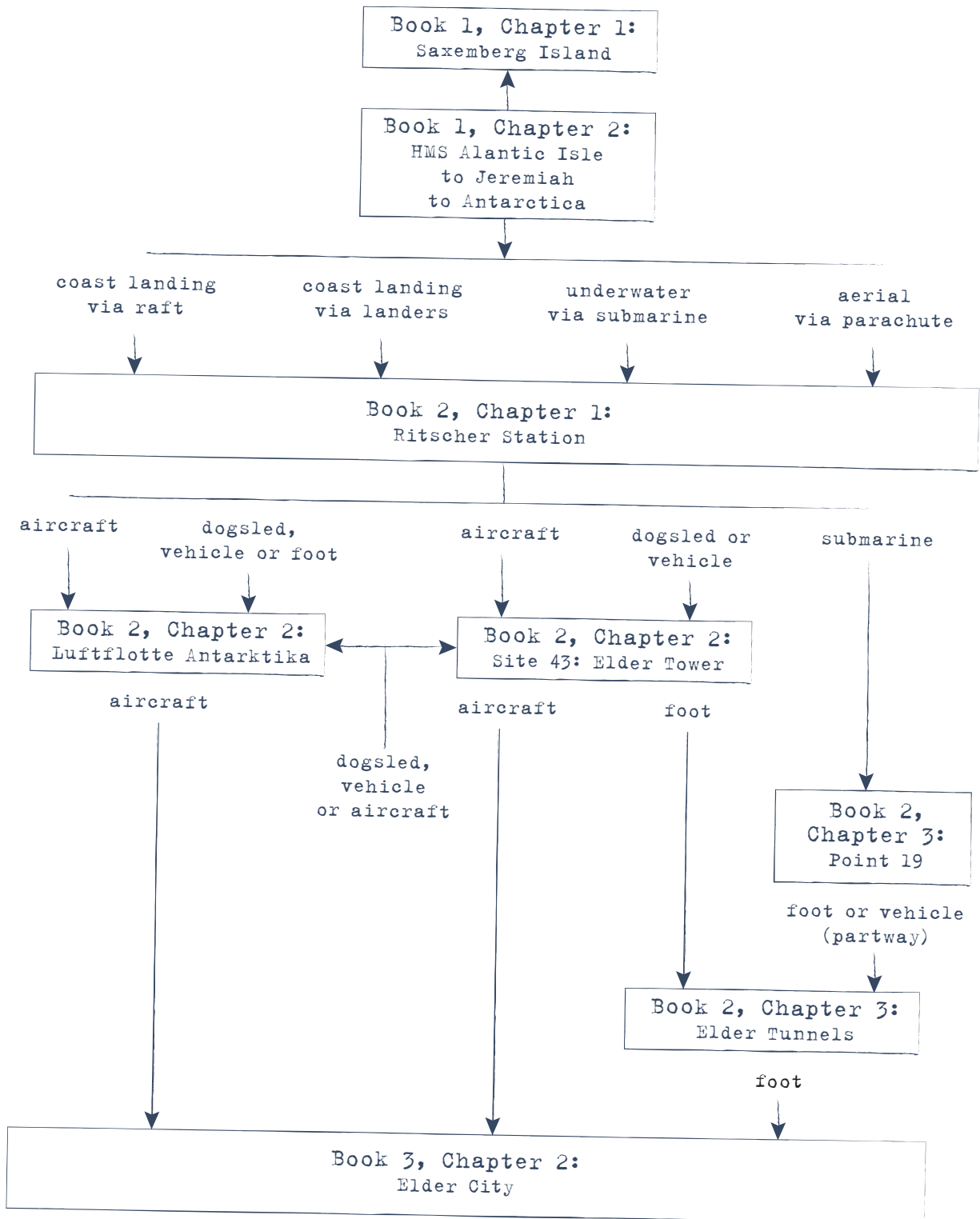
Each of the sections below covers a different aspect of the overall military effort against Ritscher Station, with specific objectives that must be accomplished, as well as the skills that will come into play in each situation. The Keeper should evaluate each of these aspects of the assault, following the flowchart on p.83, to determine the overall success of the campaign. Failure in any avenue of the assault can have catastrophic effects upon later phases, or at the very least make the going much rougher. The section titled Outcome: The Horror Within (p.122) describes the monstrous forces dwelling (or trapped) inside Ritscher Station and the consequences if any of them are able to emerge and confront the Allied forces.

Each of the following sections covers a main phase of the assault with directions for the Keeper, objectives to be attained, notes about skills that will be required, references to the sections of the station that are of use, and finally, a description of the potential outcomes of success or failure. The Keeper should review each of these sections, determining the outcome based on one or more of the following factors: the actions of the investigators (if they are involved), critical skill rolls from key NPCs, and dramatic license and personal preference. As noted prior, the Keeper should also be sure to create the possibility for action wherever the investigators happen to be.

If the investigators are split between different phases of the assault, the Keeper should time them so that the events play out more-or-less simultaneously in real time, even though one even may have transpired before another. In these cases, it is best to keep the outcome of the prior action in doubt, increasing the suspense, and resolving each phase at the same time and adjusting the ongoing assault accordingly. More than any other section in this campaign, the Keeper should try to divide attention evenly between the members of split parties of investigators as they progress, to heighten the uncertainty of the final outcome all the more.

Furthermore, as noted prior, the *Terrors of the Secret War* sourcebook for *Achtung! Cthulhu* introduces the Simple Mass Combat System (SMCS), a rule system designed to

Location and Transportation Map



emphasise rapid, cinematic combat featuring large numbers of participants and vehicles. Though this system is not required to run the assault on Ritscher Station, the Keeper may find it particularly useful.

Losing the Battle to Win the War

The Keeper should also be willing to have the Allies lose some of the phases of the assault, falling to superior German armaments or victims of poor luck and the hostile environment. This will add dramatic tension to the assault in a way that a flawless mission, carried out with precision and

As the Allies surge through the station, it becomes obvious that Black Sun is in command here.

with complete success... will not. The investigators might be in the midst of one aspect of the assault while receiving word that another aspect has failed. The Keeper may use the potential outcomes suggested above or devise additional disastrous outcomes. Perhaps one or both of the escort destroyers has been sunk, or the Russian mega submarines, or even *Jeremiah* itself. This latter loss would be significant, adding to the element of risk and the imperative that the rest of the mission succeeds. Losing the base of operations would also emphasise the notion of isolation, with the Allies now forced to survive within the hostile environment, perhaps temporarily inhabiting the ruined Nazi stations they have captured, if they are still viable.

Fleet Operations: In the Cold Distance

Despite being at the rear of the assault forces, *Jeremiah* is nonetheless a hub of activity during the assault on Ritscher Station. All fleet and ground force activity is coordinated through the command deck, and Commander Bell and Rear Admiral Byrd oversee all aspects of the military action, continually assessing the flow of battle and the progress and status of the forces engaged with the enemy. Depending on their roles prior to the actual assault, investigators aboard *Jeremiah* will either be engaged during the military campaign, spending most of their time on *Jeremiah's* command bridge, or they will be assigned logistics and support tasks to help the ongoing struggle.

This story can never be told, for the risk that someone might believe it.
— Peggy

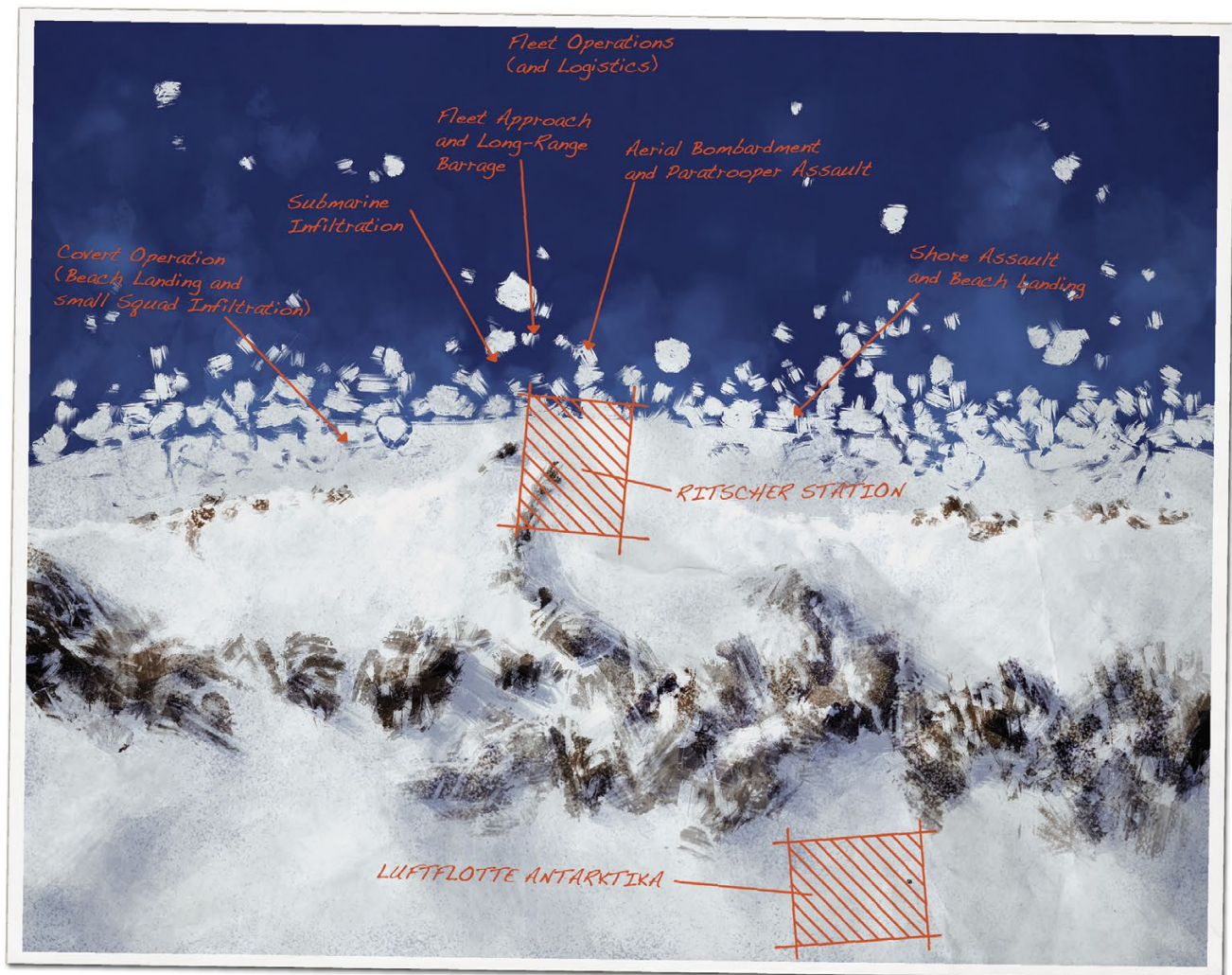
Based on what the investigators choose to do, the Keeper may require them to make some or all of the following rolls, depending on what duties they are assigned:

- **Commanding the Assault:** **Cth** The Command skill can be used to assist in strategizing with the command council as the assault evolves, or handling remote guidance for a specific unit in the field. Similarly, Military Doctrine is useful to identify potential errors or tactical mistakes as the assault plan changes to accommodate the shifting battlefield conditions, and the Tactics skill can provide direct and specific guidance to forces in combat **S^{av}**. All the above activities can be performed using the Knowledge (Battle) skill.
- **Communication:** Should radio silence be broken, the investigators may be asked to relay orders via the Radio Operator skill, which may be made Difficult **Cth** / a Knowledge (Communications) (-2) test **S^{av}** due to jamming from *Luftflotte Antarktika*. Along those lines, Cryptography **Cth** / Knowledge (Cryptography) **S^{av}** will be essential to send coded messages to (and to decode replies from) units and leaders in the field, and various Other Languages may be required if instant translation is needed between the different factions of the multi-national assault force.
- **Intelligence Gathering:** As the battle unfolds, it is essential to get continual information about the flow of events and the outcomes of the various phases of the attack. Detecting German submarines would require the Radio Operator (Sonar) skill **Cth** / a Knowledge (Sonar) test **S^{av}**, and attempting to decipher German radio transmissions would also require the above-mentioned skills of Radio Operator, Other Language (German), and potentially Cryptography **Cth** / Knowledge (Communications), Knowledge (German) and potentially Knowledge (Cryptography) **S^{av}** if they are sending coded messages.

Ultimately though, for the Keeper this is potentially the least dramatic of the options available to the investigators, as the assault will be reduced to a series of descriptions of events that are occurring “off-screen,” with the Keeper relaying to the players the outcome of various stratagems, rather than their investigators being directly responsible for the success or failure of the forces in the field.

POSSIBLE OUTCOMES

No matter what the outcome of various stratagems, *Jeremiah* and the destroyer escorts are likely to do long-range battle with Ritscher Station and potentially *Luftflotte Antarktika*, exchanging fire and trying to resist the combined forces of German E-Boats, U-boats, and planes. Once the Allies show up, Black Sun and *Nachtwölfe* will do anything they can to defend their bases and the work they are doing in Antarctica, all desperately fighting for the survival of the Third Reich, here at the bottom of the world.



If *Jeremiah* is drawn into combat, the combination of ship-to-shore and ship-to-ship warfare leads to the section The Naval Bombardment: Exchange of Fire described on p.92. If, in the middle of the battle, the investigators choose to leave *Jeremiah* by plane, consult the section on The Aerial Landing: Snow-down! (p.93), and if they choose to take part in the amphibious assault, the Keeper should refer to The Amphibious Assault: The Longest Mile on p.95.

Furthermore, if the Keeper is pressed for ways to enliven the assault for those who are watching from afar, *Black Sun* or *Nachtwölfe* might take the fight directly to *Jeremiah* in the form of their own parachute- or marine-based assault, with squads of commandos descending on the Allied ships, equipped with explosives and attempting to cripple the invasion by eliminating its base of operations or command structure. If this is the case, for forces originating from Ritscher Station, the Keeper should use the write-ups for *Kriegsmarine* Seamen (Regular) and *Kriegsmarine* Officers (Veteran) provided on p.107, and for an attack coming from *Luftflotte Antarktika*, the bulk of the forces will be equivalent to Pilots, perhaps even led by a *Nachtwölfe* Starkmeister (KG, p.106). These are not ideal troops for such missions, but the bases were not staffed to carry out commando-style attacks.

The Covert Operation: Waves of Night

The first phase of the assault is a covert operation, which will utilise one or more small groups of operatives to enter the vicinity of Ritscher Station for purposes of surveillance and pre-emptive sabotage, attempting to hinder the base's ability to detect the incoming assault force. Out of range of radar and visual contact, a small squad of commandos will cross 25 miles (40km) of ice-cold water and attempt to land on the Antarctic shore, making their way along the coastline to Ritscher Station and then try to infiltrate the base. The investigators must make their way from *Jeremiah* via rubber rafts at night, find their way to a safe stretch of beach or shoreline, get on land, cross inhospitable territory in the cover of darkness, and enter Ritscher Station.

Investigators taking part in this will have to use many of the following skills to succeed in their actions. The Keeper should judge the consequences of failure in any of these skill rolls in the context of the overall effort:

- **Pilot (Boat or Raft):** If the commandos opt for the sea-borne approach, a Pilot (Boat or Raft) skill Cth / Boating

test **Sav** roll is required to ford the icy Antarctic waters without incident. Departing from *Jeremiah* to reaching the shoreline near Ritscher Station takes roughly an hour. Success gets the investigators to the shore safely, and a failure means that no progress is made and the time is wasted, and another Pilot roll **Cth** / Boating test **Sav** must be attempted. A special success **Cth** / Raise on the roll **Sav** means that the raft makes it in half the time, and a fumble **Cth** / Critical Failure **Sav** has the raft capsizing, sending its passengers into the frigid black water. See Antarctic Conditions on p.99 for more information on this dire situation.

- **Navigate:** In the dark of the night, an Easy Navigate roll **Cth** / Knowledge (Navigation) (+2) test **Sav** is required to successfully find the way to the shore from *Jeremiah*. The distance is not overly great, but due to the myriad of icebergs obstructing the way, it is entirely possible to get lost or end up drifting into the line of sight of the base's guards. If the roll is successful, the raft lands where it is intended. If the roll fails, it lands somewhere astray, and if it is a fumble **Cth** / Critical Failure **Sav**, the raft becomes hopelessly lost for an hour, until a successful unmodified Navigate roll **Cth** / Knowledge (Navigation) test **Sav** is made.

Alternatively, the commando group(s) may instead fly clandestinely on a trajectory that will put them near the base and parachute to the ground, make their way across the terrain, with the same goal as the sea-borne approach. If this method is undertaken, the investigators must succeed with a Parachute skill roll **Cth** / Parachuting test **Sav** to land safely and on target. Failing this roll means the investigator

lands at an unplanned destination—which could be quite bad given the locale—or lands and causes personal injury. See IG, p.92 **Cth** / IG, p.107 **Sav** for a full description of parachuting.

Depending on how far from Ritscher Station the commando team lands, the next challenge will be to reach the base safely and undetected. The Keeper should read the section titled The Target: Ritscher Station on p.105 for an overview of the nearby terrain and the difficulties approaching the base clandestinely. Skills that may be required in a crossing of icy ground include Climb, Hide, Sneak, Ski, Snow-Shoe Use (see p.104), and Survival **Cth** / Climbing, Stealth, and Agility tests, possibly supported by the Antarctic Trained Edge (see p.105) **Sav**, with varying consequences if the skill rolls failed. See the prior section on Antarctic conditions (p.99) for information on consequences if the investigators fail to ward themselves properly against the intense environment.

Additionally, Listen, Sneak, and Spot Hidden skills **Cth** / Notice and Stealth tests **Sav** are invaluable in any action involving covert infiltration. Investigators may need to make rolls to detect guards, listen to hear if a structure is occupied, or determine if they have been detected. If this happens, the investigators should be using their repertoire of combat skills to handle any situations that arise. The Keeper should keep in mind that the guards likely to be encountered by the commandos (and investigators) are highly motivated to survive and fulfil their roles as sentries, choosing to sound alarms rather than to die fighting needlessly.

Other stratagems employed by the commandos may include subduing or killing German soldiers and taking their uniforms to infiltrate the base, likely requiring



an Easy Disguise roll **Cth** / Stealth (+2) test if passing by enemy troops, Persuasion [+2] test if interacting with them in German **Sav** (if the uniforms are not blood-soaked) and successful Other Language (German) rolls **Cth** / Knowledge (German) **Sav** if the commandos interact with any other inhabitants of the station.

Areas of the base that are the most likely targets for a commando operation are the curtain, gun emplacements, E-Boat docks, the command centre, and the surface radar facility, described on pp.110–113. If the commandos are able to gain unrestricted access to any of these areas, their options are many, and may require successful rolls of Electrical Repair, Mechanical Repair, Radio Operator, or Sabotage **Cth** / Repair, Knowledge (Communications) or Knowledge (Espionage) tests **Sav** to disable the equipment without damaging it overmuch. Alternatively, a successful Demolitions roll **Cth** / Knowledge (Demolitions) test **Sav** will do the trick if a more explosive tactic is desired, if there is no time for subtlety, or if there is no interest in remaining clandestine any longer.

Commandos can also use a suitable vantage position to assist the Allies without entering the base or conducting sabotage, with successful Spotter rolls **Cth** / Notice tests **Sav**, though any information communicated must be done through signal lights due to the radio jamming. This is less than optimal, and any benefits from the use of the Spotter skill **Cth** / Notice skill **Sav** will be nominal. Additionally, any spotters will potentially suffer the effects of long-term exposure to the frigid environment if they are not careful and do not periodically warm themselves.

A more dangerous option — one requiring superhuman fortitude — is to use diving equipment and attempt to infiltrate the base by water. As the water surrounding the base is roughly 26°F (or Fahrenheit), which is –3°C (or Centigrade) any navy divers will need to get as close to Ritscher Station as possible via rafts, then slip into the night-black water and swim the remaining distance, running the risk of hypothermia.

Cth

If any of the investigators are up to this challenge, they will need to make successful Navigate rolls to make their way through the ice-berg-choked area surrounding the base, then Difficult Diving rolls to enter the ice-cold water using diving equipment, and a Swim roll to cross the distance between the raft and the entrance to the submarine pens, or to the shore near the station. The Keeper should also request at least two successful rolls of CON×3 during this attempt, to keep the investigator from going into hypothermic shock from the extreme cold. If the roll fails, the investigator will lose 1 Hit Point immediately from the intense rigour of the cold, and all further skill rolls will be Difficult until the investigator has had at least 10 minutes of relative warmth to recover in.

Sav

If any investigators are up to this challenge, they need a Knowledge (Navigation) test to make their way through the ice-berg, and then

two consecutive Swimming (–2) rolls to Dive into the ice-cold water and enter the submarine pens or reach the shore. Failure on any of these rolls means the investigator gains a level of Fatigue due to hypothermic shock from the extreme cold.

If this route is attempted, the investigators or commandos will arrive at the curtain (see p.110) or the E-Boat docks (see p.110). The Royal Navy Divers (Veteran), described on KG, p.47, are the most likely forces utilised for this mission.

POTENTIAL OUTCOMES

If the mission is successful and the primary objective is reached, the Allied forces will have a greater insight into the capabilities of Ritscher Station and the difficulties they will face with the subsequent waves of the attack. Additionally, crippling the surface radar, either gun emplacement, the command centre, the surface gate — or other strategic targets such as the power plant or the curtain — could make a world of difference with the overall military action.

However, moving against any of these targets prior to the assault and failing comes with immense risk, as the chance is quite high that the station will be alerted to the presence of the commandos and the rest of the Allied forces, creating incredible difficulties later. If an attack on any of the aforementioned strategic targets fails, and any of the Black Sun or Nazi command are able to raise the alarm, the rest of Ritscher Station will go on a state of high alert, and will unleash all their might against the Allies, alerting *Luftflotte Antarktika* and fleeing Ritscher Station, falling back through the submarine tunnels to Point 19, or across the Antarctic plain to the nearby *Luftflotte Antarktika* base and their nominal *Nachtwölfe* allies. The leaders of Black Sun could also become desperate enough to employ more drastic doomsday tactics such as releasing the contents of the Vault, or even setting the power plant to explode, costing the Allies the reward of seizing the station.

If the covert infiltration of the base is successful, and any of the strategic assets are disabled without alerting the remainder of the base, the Allies will have a considerably easier time of the assault. Specific advantages might be as follows:

- Disabling the surface radar facility effectively blinds the station to the Allied approach, and will delay the German response by several critical minutes, allowing *Jeremiah* and the destroyer escort to enter Ritscher Station's firing range unimpeded. Additionally, the later airstrikes will have an initial round of bombs before the station's defences are mustered.
- Causing damage to the curtain will prove only a temporary setback to the German forces it conceals, but will allow the Allied air assault clear visibility of their target.
- Causing damage to any of the E-Boats contained within the E-Boat dock will again limit the Germans' ability to

strike at the Allies and will make the assault considerably safer for the landing vessels attempting to land on the nearby shore. This will also limit the German ability to effectively fend against the Soviet mega submarines, which will be far better situated to do battle with the station's U-boat defenders.

- Disabling either or both of the *Adolfkanones* will cut down on the amount of ordnance the Nazis will be able to direct at the Allies, which will save lives in the long run, and will hasten the base's fall considerably, with the unintended side effect that Black Sun morale will plummet and they will be all-the-more-likely to unleash the horrors contained within the Vault upon the Allied forces.
- Shutting down the command centre would be a devastating initial strike, one that would send the Nazi and Black Sun forces into immediate disarray, giving the Allied forces a vital upper hand in the initial moments of the assault. The U-boat fleet, highly dependent upon communications from the command centre's ground-wave radio beacon, would be without a central guidance, and would be forced to fight independently.

On the other hand, failing at any of these tasks comes at a high risk: the chance that the Germans at Ritscher Station and *Luftflotte Antarktika* will become aware of the Allied vessels and be able to mount a devastating defence, dragging the battle out over days or weeks, or even possibly turning the tables and resisting the attack utterly, crippling *Jeremiah* and its escorts and hunting down the remaining Allied soldiers one-by-one, or letting the Antarctic cold deal with them.

If the initial covert action fails and the investigators are killed or captured, the Keeper should assume this worst-case-scenario, that the approach upon Ritscher Station is met with every ounce of resistance the Germans are capable of, and that the horrors stockpiled by Black Sun will certainly be released. Captured or injured investigators will be taken to the guardhouse (p.115) or the medical facility (p.113), depending on the extent of any injuries or the conditions in which they were captured.

If the investigators are not part of this initial covert phase, they will learn of its failure with the resounding clamour of Ritscher Station's klaxon horns as they echo across the water, followed by the approach of U-boats from the base and a fusillade of long-distance cannon fire from the *Adolfkanones*. Despite this, the assault force has little choice but to continue, knowing that they will face an enemy roused and all-too-ready for battle!

*Should the Allies fail, "Neuschwabenland"
becomes the new centre of the Nazi empire, an
axis mundi about which the world will revolve.
A.T.*

The Captured Submarine: Deep Undercover

One potential means into the base is highly dangerous, with only the slightest chance of success, and the Allied commanders are reluctant to hang their hopes upon it. The Soviets brought with them an incredible tactical asset: U-3517, a captured and intact *Elektroboot* (the newest model of U-boat), taken when the base it was newly stationed in was seized. The submarine station's crew were unable to depart in it or disable it in time, so the Soviets were able to claim it in pristine condition. They have been holding onto it for several months, waiting for the right opportunity, and it is difficult to imagine a better use for it than in a raid on a secret Nazi submarine base in Antarctica. U-3517 has never seen combat, and uses the description and statistics for the standard submarine presented on KG, pp.127–128 and p.136. Small labels and pieces of tape have been affixed to the controls and instruments, labelling them in English over the original German.

As the Allied fleet has advanced on Antarctica, U-3517 was fitted with the mysterious navigation device uncovered by the Allies (and likely, the investigators) on Saxemberg Island, described on p.19 of *Siege on Saxemberg*. This device, known to the Nazis as *die Peiltochterkompass* ("Daughter's Compass") is described fully on p.183 of this chapter. Not knowing its full capabilities, the Allied engineers did not activate the device, and have installed a battery with a fail-safe switch to shut it down if need be. It is currently inactive.

Captain Pavel Yakunin, the Soviet Naval officer assigned to U-3517, is more-than-eager to attempt this stragem, however. Though he does not speak German, he has recruited a young radio operator (Seaman Ionis Tarasova), who does, and he is enthusiastic about any plan that involves putting the German submarine into play. His ploy would involve a strike team piloting the *Elektroboot* to the waters near Ritscher Station, locating their submarine pens, and attempting to enter the base, pretending to be a German vessel. Once inside, the Allied forces within would attempt to pass themselves off as a *Kriegsmarine* crew, claiming that the *Elektroboot's* radio was inoperable, or would simply launch an attack from within the submarine pen.

Skills required for this ruse to succeed relate to the various tasks of operating and piloting the *Elektroboot* into position, including: Navigate; Pilot (Submarine); Radio Operator; Radio Operator, Sonar; etc. **6th** / Knowledge (Navigation), Boating, Knowledge (Communications), Knowledge (Sonar) **Sav**, with obvious penalties for failure of each. Once the *Elektroboot's* crew is in contact with Ritscher Station, successful Fast Talk and Other Language (German) skill rolls **6th** / Persuasion and Knowledge (German) tests **Sav** will be required to finesse communications, getting the suspicious radio operators to open the curtain and allow the *Elektroboot* to enter the base, emerging at the docks (p.115).

Once inside, if the investigators choose to try to impersonate German soldiers rather than simply attack from inside the curtain, the plan becomes much trickier.

Cth Impersonating requires successful rolls of Fast Talk, Other Language (German), and potentially Disguise, Institutional Lore, or Military Doctrine (depending on what tactics are attempted). (Note that prior, a Disguise roll is described as *Easy*, but that is when the investigator is not emerging from a highly suspicious situation like arriving on an unscheduled submarine with dodgy credentials.)

S^{av} Impersonating the enemy requires combinations of Stealth tests (when casually passing by enemy soldiers), Knowledge (German) tests (when talking to the enemy), and Persuasion tests (when attempting to convince them of something).

If the investigators are somehow able to reach a state where they can move covertly throughout the base, the relevant skills are Hide and Sneak **Cth** / Stealth **S^{av}**. However, the likelihood of such a subterfuge working for very long is slim, at best, and the Keeper should emphasise how dangerous it is and how easily the investigators' covers will be blown.

As mentioned in the prior section, captured investigators will be taken to the guardhouse (p.115) for interrogation, or to the medical facility (p.113) if wounded. If the commander of Ritscher Station is feeling especially confident, the investigators may be dragged into the command centre (p.112) and forced at gunpoint to watch as Ritscher Station's defences tear the Allied advance to shreds.

POSSIBLE OUTCOMES

This plan is fraught with so much peril that the Allied commanders will likely veto it immediately for a variety of tactical reasons, mostly due to the risk of a key strategic asset (the *Elektroboot*) and the near-certain suicidal situation if it is actually successful. That said, if this stratagem proceeds and if investigators choose to participate in it, the potential outcomes are fairly straightforward.

If the plan fails upon the approach, Ritscher Station will go on high alert, launching its E-Boats and any available U-boats to hunt down the imposter. Soldiers and guards will report to duty at all stations, and *Kolossreiter*s will begin patrols to find any possible intruders on the shore or on the land near the base. The radar operators will begin diligently scouring the area for any signs of uninvited guests, and an alert will be signalled to *Nachtwölfe* to ready planes for surveillance and/or bombing missions. *Luftflotte Antarktika* will launch an air wing and begin bombing *Jeremiah* and the escorts as they enter the vicinity of Ritscher Station. The battle will be that much more difficult, with horrible casualties and resources lost, making the odds of the Allies even reaching the station that much slimmer.

If the plan is a success, U-3517 will go behind enemy lines, arriving in either the submarine docks or the E-Boat

docks, vantage points from which they can strike at the rest of the base. If by some miracle the investigators are able to move clandestinely about the base, they will be able to use Sabotage and/or Demolitions **Cth** / Knowledge (Espionage) or Knowledge (Demolitions) **S^{av}** or any manner of other skills to help disable the Germans' ability to detect *Jeremiah* and to strike back. If the investigators choose the more straightforward (and reckless) tactic of coming out of the submarine with guns blazing, paired with wanton use of explosives, they will immediately tip off the rest of the base that there is something amiss, and the alarm will sound. This might prove a sufficient distraction while the Germans deal with the intruders within, allowing the Allied forces to move into range without being detected.

The Approach: A Maze of Ice

The waters surrounding Ritscher Station are rife with glaciers whose exposed surfaces rarely reveal the extent of their size below the water's surface. Here the plan is to use what wan light is gained from the horizon to move the fleet through an icy fog and ongoing blizzard, fording the glaciers surrounding the coastline, until finally coming into sight of the cove where Ritscher Station is located. Allied vessels' guns can then come into play while the pykrete landers are launched, and the Allied air assault is underway. If the investigators choose to remain on *Jeremiah* (or another of the escorting destroyers or subs) they will find that their options for activity are limited somewhat, unless they are a part of the bridge crew or are seconded for damage control in the inevitability of long-range bombardment from the Germans.

While the Allies are undetected, *Jeremiah*, the destroyers *Icarus* and *Massey*, and the Soviet submarines will move through the surrounding maze of icebergs slowly, resolutely towards Ritscher Station. The situation will be extraordinarily tense, with every meter of the way a victory. The ideal plan is for the Allies to be thirty minutes from Ritscher Station before hell is unleashed upon the base via the initial airstrike, unless the investigators and the command council have decided otherwise. At best, the fleet will gain visual range of the base, though the Allies will be happy with whatever distance they can make before their airstrike signals the beginning of the assault. After that, they are expecting a firefight, with heavy casualties.

Once *Jeremiah* and the Allies are within Ritscher Stations' radar detection range, it will take roughly an hour for the vessels to wend their way through the maze of icebergs and to get within sight of the cove in which the German base resides. The Keeper should make a roll every 10 minutes of game time, as the fleet advances, meaning that six successful 10-minute turns of advance need to be made. The Keeper should ask each of the investigators to make a representative roll of one of the skills listed below for each of these turns.

Investigators able to help out will be asked to man radar stations or to serve as spotters, keeping eyes peeled against the snowy dimness against a German air-strike, and listening for the tell-tale boom and whistling shriek of incoming long-range cannon fire.

Cth The Keeper may ask any involved investigators for skill rolls of any of the following: Listen; Navigate; Pilot (any sea vessel); Radio Operator; Radar Operator, Sonar; Spot Hidden; and Spotter.

The Allied fleet begins with a 50% chance per turn of remaining undetected. Every successful roll from the investigators adds +5% to the Allied chances, to a maximum of 85%. Each failure modifies the chance by -5%, to a minimum of 15%. A special success (equal to or under 1/5 the total skill) increases the amount by +10%, and a fumble reduces the total modifier by -10%. The investigators can pick which of their number will make each roll each turn, and if no one has the default skill, assume a 50% chance from one of their fellow crewmembers. If the investigator is using one of their own skills, an experience check is allowed, but if the investigator is not using one of their own skills, no check for experience is awarded.

When the total modified value of the roll is determined, the Keeper should roll that value secretly to determine how stealthily the fleet advances. If the roll is a success, the Allies advance unscathed and undetected for that turn, and the process begins again on the next turn. For a special success, the fleet automatically succeeds on the next turn (though the investigators should still make the rolls as described above, not knowing how well they are faring). If the roll is a failure, the Keeper should roll against Ritscher Station's ability to detect incoming ships in blizzard conditions (Radio Operator, Sonar 50%, made *Difficult* by the blizzard, so a modified total of 25%). If the station's roll is a success, the Allies are detected and Ritscher Station readies its defences. If the roll is a failure, the Allies were lucky for the round and are able to advance unscathed.

Sav To attempt to approach the base without being detected, the Keeper should have the Allied Fleet make a group Knowledge (Navigation) (-1) test of d6 with a Wild Die every ten minutes (for a total of six rolls). The investigators can help this roll (as in a Cooperative Roll by using any of the following skills: Notice, Knowledge (Navigation), Boating, Knowledge (Communications) or Knowledge (Sonar). Add successes and raises as per the *Savage Worlds* cooperative rolls rules.

The Keeper should make the Knowledge (Navigation) test in secret to keep the investigators from guessing whether they have been detected or not. With a success, the fleet advances unscathed and undetected this turn. With a raise, the fleet advances undetected for two turns (have the investigators make their rolls anyway, since they don't know how successful they have been). With a failure, the fleet has been detected by the enemy.

POSSIBLE OUTCOMES

If the Allied fleet has been detected while *en route*, the Keeper should evaluate the situation and determine how Ritscher Station will best respond to the strike, using the possible outcomes in either of the scenarios provided prior. Most likely, they will quietly launch every U-boat and E-Boat they have at their disposal and will signal *Luftflotte Antarktika* to ready airstrikes against the intruders. The base will go into high alert and will send out spotters with telescopes to help determine the location of the incoming vessels to help coordinate the base's field cannons.

Investigators who have infiltrated Ritscher Station already, or who are on the mainland nearby, may detect that the Germans are forewarned, and may choose to signal back to *Jeremiah* that they will be getting a hot reception rather than a cold one.

If a German long-range artillery barrage ensues prior to the Allies reaching sight of Ritscher Station, it will begin with an airstrike launched from *Luftflotte Antarktika*, which will take roughly 20 minutes (two rounds) from the first alert. The Keeper may request that investigators participating in the sea battle be assigned to tasks requiring skill rolls such as Damage Control, Electrical Repair, Jury Rig, Mechanical Repair, Operate Heavy Machine, Radio Operator, and Radio Operator, Sonar **Cth** / Repair, Knowledge (Communications) or Knowledge (Sonar) **Sav**. Taking part in the combat directly will allow the investigators to use skills such as Artillery (helping direct cannon fire), Heavy Weapons (manning deck guns), Spotter, and even Torpedo (if submarines or German E-Boats enter the fray) **Cth** / Knowledge (Artillery), Knowledge (Gunnery) and Notice **Sav**.

Cth Each round the fleet is under attack, investigators should attempt Luck rolls. If they are all together, the rolls should be done separately, and if they are in clusters, the investigator with the highest POW in each group should make the roll.

Sav Each round the fleet is under attack, draw an Action Card for all the investigators if they are together, or a separate card for each group of investigators. A 9+ indicates a success; a 5–8 indicates a failure, and a 2–4 a fumble.

Success means that the area of the fleet is nowhere near any German strikes, so no potential for injury. Failure means that the investigator is within range of the site of an impact but is unharmed, while a fumble indicates the investigator is actually in the space being targeted. If this happens, the Keeper should ask the investigator to make a Dodge roll to avoid being caught up in an explosion and taking 3D6 Hit Points of damage **Cth** / make an Agility test to avoid being caught up in an explosion and taking 3d8 points of damage **Sav**. The Keeper should adjust these chances based on the investigators' location(s) within the fleet. Deep within the hull of *Jeremiah*, for example, is a less hazardous position than on its flight deck, or within its command island.

This sequence can be handled in a detailed fashion, using the vehicular combat guidelines presented in KG, pp.159–170 **Cth** / KG, pp.171–179 **Sav**, or can be handled via narrative by the Keeper, using the guidelines for cinematic damage as described on p.121 of the same book. The degree of detail this segment of the assault phase demands is entirely up to the desire of the Keeper, with emphasis on getting the investigators forward into the actual assault on Ritscher Station.

From this portion of the assault, the most likely phase the investigators are likely to take part in is either the naval bombardment (p.92) or the beach landing (p.95).

The Aerial Assault: Death From Above

As noted above, a critical part of the assault on Ritscher Station is the aerial assault, where *Jeremiah* launches all available aircraft in an attempt to neutralise any long-range cannons and anti-aircraft weaponry possessed by the Germans. The aircraft used in this strike are described on p.39, and the actual timing of the air-strike is scheduled to occur roughly twenty minutes before *Jeremiah* disgorges the landing parties, a timing calculated to weaken the German's ability to strike at the bergship and its escorting destroyers, and to send the base's inhabitants into disarray, making a shore defence that much more difficult.

The plan is such that aircraft will make an initial coordinated strike, then loop around and continue bombing and strafing runs until they have expended all ordnance and/or neutralised any long-range cannons or anti-aircraft weaponry. If German planes are launched from Ritscher Station (*Luftflotte Antarktika*'s presence is yet unknown), then the Allied aircraft will engage them in an attempt to keep them occupied and away from the fleet. When *Jeremiah*'s landers hit the water, the landing attempt will be supported by strafing runs targeting any shore-based defences.



The investigators are welcome to take part in any aspect of the airstrike they wish, though their ability to assist will be limited by the skills they possess. The Keeper may require the investigators taking part in the aerial assault for some of the following skill checks:

- **Command:** If an investigator is in a leadership role, the Command skill **Cth** / Knowledge (Battle) skill **Sav** may be utilised to coordinate fighter and bomber wings, and to rally them in the face of anti-aircraft resistance.
- **Pilot:** Any investigators with a suitable Piloting skill (Multi- or Single-prop) **Cth** / Piloting skill **Sav** who is cleared for flight may be allowed to pilot a fighter or bomber into the assault.
- **Heavy Weapons:** The bombers will require men to operate the bomb drops, as well as gunners to handle the machine gun turrets to defend them should the Germans muster any air defence **Cth** / This is done with Knowledge (Bombardier) and Shooting **Sav**.
- **Spotter:** This skill will be utilised to locate and direct aircraft fire against Ritscher Station's key defences, such as the *Adolfkanone* (see p.110), and to identify and potentially target strategic German assets such as the Command Centre or the Surface Radar, the only readily-visible aspects of the base **Cth** / In *Savage Worlds* use the Notice skill **Sav**.
- **Damage Control:** Anyone aboard any of these aircraft may be required to perform Damage Control activities **Cth** / using the Repair skill **Sav** should they come under enemy fire (as they are most certain to). This may include emergency repairs, putting out fires, and patching holes in the interior when such damage presents a risk to the lives of the crew.
- **First Aid:** While a fighter pilot that becomes seriously injured is generally out of the fight and must return to *Jeremiah*, bombers have a bit of overlap and emergency medical treatment may be utilised to keep lightly-wounded airmen able to perform their duties without impairment, or keep heavily-wounded airmen alive long enough to complete their mission and return to the bergship's flight deck. In more serious conditions, the Medicine skill may be required **Cth** / in all cases use the Healing skill **Sav**.
- **Parachute:** In the misfortune of a plane being shot down, an investigator can either hope to evacuate from a water landing into the icy Antarctic Ocean, a controlled crash on the snowy fields inland from Ritscher Station, or parachute to safety **Cth** / using the Parachuting rules (IG, p.107) **Sav** and praying one doesn't freeze before being rescued. (A Survival check **Cth** / Vigor test **Sav** may be required in this case.)

Investigators without some measure (40% or more **Cth** / d6 or more **Sav**) in any of the above-listed skills may need to make a Fast Talk roll **Cth** / Persuasion test **Sav** (or get

clearance from a superior office) to be able to accompany the airstrike. If they lack these skills, they will instead be advised to fill roles more suitable in other aspects of the assault.

POSSIBLE OUTCOMES

If the fleet is undetected and the base remains unaware of the oncoming storm, the air-fleet will have an initial phase in which they can strike with impunity, rattling the station and sending the German forces within into a panic. As Ritscher Station has no serious anti-aircraft capability, *Kommandant Thaler* will immediately radio *Luftflotte Antarktika* and warn *Nachtwölfe* of the assault. He will then order his troops to concentrate on scrambling the ground vehicles, and to get the E-Boats into the water from the E-Boat dock (see p.110), to provide the base with anti-aircraft defence from the mounted guns on those vehicles. The only way by which the Allies can prevent Thaler from notifying *Luftflotte Antarktika* is by neutralizing the Command Centre.

The likelihood of the aerial bombardment taking out the *Adolfkanone* before the fleet is in range is relatively slight, unfortunately. Visibility is limited, and the twin guns are well-camouflaged into the surrounding cliff-sides. In addition, the bunker they rest in is heavily fortified with multiple layers of concrete and steel, with much of the mechanisms concealed deep within the rocky cliff-side. See Gun Emplacement on p.110 for more information about the *Adolfkanone*. If the cannons are not disabled through subterfuge or a ground-based assault, the most likely outcome is that the guns will be firing thunderously back at the fleet as soon as its existence becomes known.

If *Nachtwölfe* forces at *Luftflotte Antarktika* are notified of the attack on Ritscher Station, it will take roughly 20 minutes for them to issue an alert, ready fighters, and for those launched fighters to cross the 70 miles (113km) between the two bases and to reach the scene of battle. The *Nachtwölfe* planes (described in the next chapter, on p.157) will immediately engage any Allied aircraft and will attempt to strike against the fleet itself, with the bergship *Jeremiah* as the highest-value target. Meanwhile, they will radio back to their headquarters and alert their commanding officer, *Oberst Wernicke* (see p.160), about the scope of the Allied forces and Ritscher Station's status.

If an investigator is shot down and survives the landing, the Keeper should consult *The Aerial Landing: Snow-down!* on p.93 or *The Base Assault: Storming the Castle* on p.97 for options.

The Naval Bombardment: Exchange of Fire

The next phase of the assault is the naval bombardment, launched from the bergship and its destroyer escorts once they are in sight and/or firing range of Ritscher Station. If the investigators choose to remain with the fleet during the assault, they will likely be a part of these duties, of which

there are many. If they choose to stay in the command circles rather than actively participating in the long-range bombardment, the Keeper should consult *Fleet Operations: In the Cold Distance* on p.84. As the airstrike commences and *Jeremiah* readies the landers, it begins a sustained barrage on the coastline in an attempt to destroy any long-range guns and to cause as much structural and personnel damage to Ritscher Station, softening it up for the shore-based assault force.

The Keeper may require the investigators taking part in this phase of the attack to perform one of a wide range of activities, from manning anti-aircraft machine guns (Heavy

The loss of a critical asset such as *Jeremiah* will devastate Allied morale, putting the entire assault at risk.

Weapons **Cth** / Shooting skill) **Sav**); loading, targeting, and firing the ship's cannons (Artillery, Operate Heavy Machine, Spotter **Cth** / Knowledge (Gunnery), Notice skills **Sav**); coordinating different elements of the assault forces (Other Language, Radio Operator **Cth** / Language Knowledge skills, Knowledge (Communications) **Sav**); detection of enemy response (Radio Operator (Sonar) **Cth** / Knowledge (Sonar) **Sav**); long-range spotting for targets (Spotter **Cth** / Notice **Sav**); damage control in the event of return fire (Damage Control **Cth** / Repair **Sav**); and even medical and aircraft repair as planes return from the aerial assault (First Aid, Damage Control, Electrical Repair, Mechanical Repair, etc. **Cth** / Healing and Repair **Sav**).

This portion of the assault might seem to be one of the least dramatic, sitting back in relative safety while giant cannons fire thunderous rounds across great distances at an enemy target barely in sight, but the Keeper should emphasise to investigators remaining with the fleet that they are very much in danger throughout the bombardment, with return fire even more deadly than any machine gun rounds. Once roused and aware of the fleet's location, the long-range *Adolfkanone* of Ritscher Station (see p.110) will echo in response, sending automobile-sized rounds screaming through the air, aimed at the Allied vessels. This should be nail-biting suspense, with cannon-fire splashing into the waters near the fleet as the Germans determine the proper trajectory, then a more earnest barrage, with massive explosions occurring when they strike the *Jeremiah* and the other vessels of the Allied fleet. Of the ships deployed in the assault, only *Jeremiah* can withstand more than a few such impacts.

As described above in *The Approach: A Maze of Ice* (p.89), the chance of being injured or killed in the return fire is very significant. The Keeper should use the same mechanics described in that section to address investigators taking part in the naval bombardment.

POSSIBLE OUTCOMES

At this point, if Ritscher Station's guns have not been taken out by the combination of the airstrike and the initial bombardment from the base, the base will vigorously return fire. This escalates the conflict into a contest between the station's *Adolfkanone* and the fleet's own guns, with a flotilla of landers in the water between them, attempting to land on the shore near the station before being cut down by any German resistance.

As with the preceding phases of the assault, the Keeper should determine the course of events, based on what has occurred beforehand, coupled with the investigator's contribution to the success and/or failure of the activities, and judge the outcome of the naval bombardment. The most likely result is that the aerial assault will *not* disable the *Adolfkanone*. Subsequently, the German forces in the station will return fire, with *Nachtwölfe*'s air force arriving closely thereafter, bringing the fight back to the Allied fleet. The resulting battle will be somewhat like that faced by the troops on the beaches of Normandy during the D-Day landings, with a naval bombardment attempting to cover a beach landing whilst an air battle occurred overhead.

The Keeper may even wish to cripple or even destroy some portion of the Allied fleet at this time, causing a serious blow to morale and emphasizing the stakes at risk with this endeavour.

Cth The Keeper may wish to refer to p.57 of *Call of Cthulhu, Sixth Edition* for rules covering fire, explosions, and even drowning, as well as the *Keeper's Guide's* advice for handling player characters in battle, on pp.165–170.

Sav The Keeper may wish to refer to **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook for rules covering fire and drowning, as well as the *Keeper's Guide's* advice for handling player characters in battle, on pp.178–179.

Investigators wishing to change their roles in the assault once the naval bombardment has paused (or fleeing the vessels due to sinking) have the option of joining the shore landing at this point, a section described in *The Shoreline Assault: The Longest Mile* on p.95.

The Aerial Landing: Snow-down!

Due to the near-impregnable nature of Ritscher Station, it is essential for the Allies to get troops inside, to sabotage any means of striking back, to cut them off before they flee, and to assess the actual extent of the base and its armaments. This means that troops will have to siege the base on foot, entering through one of the access points, either covertly or through brute force. The reliable means of getting those forces to the doors of Ritscher Station is via a parachute landing, though this method comes with considerable risk due to the chance of being spotted and fired upon, or

accidentally landing in the water. Investigators wishing to take part in a commando raid, landing alongside paratroopers, will certainly be able to if they possess a Parachuting skill of 20% or higher **Cth** / Agility Trait of d6 or higher **Sav**. Investigators with commando or paratrooper backgrounds will be encouraged to take part in this phase of the assault. These teams will be 10-men strong, with Allied paratroopers making up the difference in any squads full of investigators.

The plan is to do a circular flight path, attempting to avoid sight of the base, and in the dark of night, drop a small strike force a couple miles inland from the base. They are then to regroup and make their way across the icy terrain towards Ritscher Station, where they will attempt to find access into the base, as well as collecting valuable observations about the base's armaments and defences. If the fleet's existence and position are yet unknown, the paratroopers will not break radio silence, and will instead attempt to signal their arrival with lights shown from a vantage position on the shore. If visibility makes that impossible, the team is to proceed with an attempt at breaching the base's doors, ideally covertly, but if need be, with explosives. Once inside, the mission is to attempt to neutralise the station's radar and/or command centres.

Paratroopers will be equipped with any required tools for picking the locks, and a number of explosive charges with timers for the purpose of blowing the doors and causing damage to the base's radar and communication abilities. If this mission is accomplished, they are to radio that the mission is a success and extract themselves from the base as quickly as possible. Depending on their options, they are to make their way inland and seek refuge until they are joined by Allied troops, or they can attempt to find a safe haven on the shore until they can be joined by the invading Allied forces.

Each paratrooper will be equipped with the following, with specific types or models according to their nationality: a parachute and harness, an appropriate helmet and goggles, cold weather gear such as that described on p.101, a fighting knife, appropriate firearms and ammunition (probably a handgun and submachine gun), four pineapple grenades, and at least two of the paratroopers will be issued several standard 1.5lb explosive charges and detonators for use in breaching the base's doors. Additionally, two of the paratroopers will be equipped with small radios, and one will be issued a first aid kit, if desired.

As described above, the plan involves a roundabout circular flight path, chosen to avoid detection by the base. The paratroopers will be transported on a C-47 Dakota (identical to the one that brought them to *Jeremiah*). The Keeper should consider at this time if it is likely that the Allied fleet has been spotted.

Cth If it has not already been viewed, the Keeper should have each investigator make a Luck roll.

For every unsuccessful roll made by the investigators, the Keeper can make a *Difficult Spot Hidden* or *Difficult*

Radar Operation roll for Ritscher Station. The relevant skills are those of Black Sun *Kolossreiter*s (Spot Hidden 55%, write-ups on p.117) or the Radar Operator 40% skill of Ritscher Station's radar technicians, as described on p.108. If any of the base's rolls are successful, or if one of the investigator's Luck rolls is a fumble, the flight is automatically detected

Sav If the fleet has not already been viewed, the Keeper should draw an Action Card for the group (if any investigator has the Luck Edge, draw two cards and act on the best; if any investigator has the Bad Luck hindrance, draw two cards and act on the worst; if investigators have the Edge and Hindrance between them, they cancel each other out). If the card is a Club, the flight has been detected.

If the flight is detected, the base responds by issuing an alert, sounding the klaxons, and sending *Kolossreiter*s into the area to seek out the intruders. A more substantial response might involve Ritscher Station sending out vehicles armed with machine guns and cannons capable of anti-aircraft fire. See Vehicle Hangars on p.116 for more information. In a worst-case scenario, the Germans will be forewarned enough that they will scramble aircraft from *Luftflotte Antarktika*, and the paratroopers will be forced to deal with a dogfight before parachuting, parachuting while under fire, or being pinned down on the ground while enemy aircraft conduct strafing runs at them, while beast-riding Nazi soldiers attack them on the ground!

If the investigators' drop plane is not spotted, it will circle a few miles "behind" the base, out of sight, giving the investigators and other paratroopers a chance to land. Each individual attempting the landing should make a Parachute

roll as described on IG, p.92 **Cth** / Parachuting test **Sav**. Investigators landing successfully must now make their way to the shore, making any survival measures required (as described prior). The Keeper should consult the rules for the weather conditions on p.99 of this chapter, and the description of Ritscher Station itself in *The Base Assault: Storming the Castle* on p.97.

POSSIBLE OUTCOMES

As noted above, the flight itself has a chance of being detected, which leads to the disastrous consequences listed above, as well as alerting Ritscher Station and, potentially, *Luftflotte Antarktika*. The way is long and difficult, and crossing the Antarctic terrain in near-darkness comes with its own series of challenges, as described on pp.99–104. At the very least, the investigators should make a successful Survival roll **Cth** / Vigor test **Sav** to avoid the harmful effects of the frigid environment, and an Easy Navigate roll **Cth** / Knowledge (Navigation) (+2) test **Sav** to successfully find their way to the coast and the base itself.

If the flight is not detected and the paratroopers land successfully, they will still risk the chance of running into a normal *Kolossreiter* patrol (as described on p.117).

Cth There is a 25% chance the investigators will cross within the patrol paths. The Keeper should roll to determine if this occurs, and if so, should make Spot Hidden and/or Listen checks for the rider and his ghastly mount, and ask the investigators to make the same rolls to determine if they see the patrol.



Sav

The Keeper should draw an Action Card from the deck. If the result is a Club, the investigators are in danger of being detected by the patrols. Make Stealth rolls opposed by the patrol's Notice as if they were active (see Stealth rolls in **Chapter 1: Character Creation**, of the *Savage Worlds* rulebook for additional modifiers). Assume a d6 Notice for the patrol.

If the *Kolossreiter* detects the investigators or finds their tracks, he will return to the base and warn them about the intruders, or will attempt to follow and attack (at the Keeper's discretion). If a *Kolossreiter* is killed, captured, or disabled, his *Schnee-Koloss* will either run away wild, or return to base, depending on how well trained it is and if the creature is injured. A wounded creature is more likely to return to its pen than an uninjured one. A *Kolossreiter* separated from his *Schnee-Koloss* will attempt to return to base, and if captured, he will do everything in his power to stall his captors and warn his allies at Ritscher Station.

The Keeper should utilise the rules provided prior for cold-weather survival and navigation to deal with the investigators' trek from the landing point to the shore. Assuming the paratrooper squads reach Ritscher Station, they will need to find and access one or more of the base's various entrance points, a process described in *The Base Assault: Storming the Castle*, on p.97.

The Shoreline Assault: The Longest Mile

Though the most necessary, the amphibious landing is by far the most dangerous of the vectors for the assault, with troops loading into *Jeremiah's* pykrete landers and crossing the frigid waters between the fleet and the ragged, narrow shoreline, as cannon fire arcs above them and at them, Nazi U-boats and E-boats patrol the water ahead of and below them, and the sky above is lit up by an immense air battle. As Ritscher Station is well-fortified and its extent unknown, the Allies must put boots onto the ground and into the base, capturing it to determine the extent of the Nazi activities there. Thus, there is little choice but to land troops on the shore and attempt to breach the base via whatever means possible. The hope is that the cannon barrage will soften up the base to give the landers time to reach the shore relatively unscathed, but the carnage that marked the siege on the beaches of Normandy looms heavily in the minds of all... and the commanding officers in the war council aboard *Jeremiah* understand all-too-well that they are sending hundreds, if not thousands, of brave, good men to their near-certain deaths in the hours to come.

If the investigators are taking part in the amphibious assault, they will likely do so from *Jeremiah*, which is a storm of activity, with soldiers lining up while seamen lower the pykrete landers to water level, affix engines to them, and ready them for boarding. Soldiers and marines from the many Allied nations line up, tense, as the sounds of the

battle echo from outside, with *Jeremiah* itself likely taking hits and shuddering each time German ordnance finds its mark. Those aboard *Jeremiah*, however, have it easier than the Soviets, who are clambering from submarine interiors onto the deck and then into oversized rafts, utterly vulnerable to the elements.

The landing will be broken into three vectors: soldiers landing on the narrow, ragged shoreline nearest Richter Station, from where they will climb the cliff-side and attempt to find and enter the base; engineers and soldiers landing a few miles down the shore and deploying armoured vehicles where possible; and the landers attempting to find and breach the camouflaged entrances at sea level, piloting landers directly into the base and entering the base through any docks that exist. The Keeper should ask the investigators which of these aspects of the assault they'd most like to be a part of.

The process of getting all of the landers ready, filled with troops, and launched at the shore takes hours. In this time, Ritscher Station will certainly be responding in kind, firing the *Adolfkanone*, launching any E-Boats and U-boats it has available, and calling for air support from *Luftflotte Antarktika*. All of these combined defences will make the shore landing especially hazardous and terrifying for the soldiers taking part in it.

Cth

Getting from the flight deck or lower access corridors of *Jeremiah* into one of the landers requires a successful *Easy Climb* roll to scale the wet, cold rope ladders while wearing gloves and laden with the combined weight of cold-resistant survival gear and personal effects. Failing this roll means that the investigator dangles, almost falling. A subsequent *Luck* roll allows the investigator to be caught by a fellow soldier, steadied, and given the chance to attempt the *Climb* roll again. If the investigator is so unlucky to fail the *Climb* attempts and is not assisted by another soldier, it is a quick trip into the ocean and a *Difficult Swim* roll for the 1D3 rounds it will take to be fished out of the ice-cold waters. The Keeper should consult the guidelines for exposure on p.102 of this chapter if need be.

Sav

Getting from the flight deck or lower access corridors of *Jeremiah* into one of the landers requires a successful *Climbing* (+2) test to scale the wet, cold rope ladders while wearing gloves and laden with the combined weight of cold-resistant survival gear and personal effects. Failing this roll, the investigator can make an *Agility* roll to grab on to something before hitting the ocean so he can attempt the *Climbing* roll again. With a failure in the *Agility* roll, he falls to the ocean, where he must make a *Swimming* (-2) roll or gain a level of *Fatigue*. After this, the investigator is fished out of the ocean.

Once aboard the landers, there is little for the investigators and the other troops to do but wait. If an investigator is capable and willing to do more than be transported to the shore, the Keeper can request skill rolls such as *Pilot (Boat)*,

Command (for leading troops and boosting morale), First Aid (handling troops wounded on the way to the shore), and Combat Engineer (if one of the transports takes damage), with outcomes determined on the exact situation **Cth** / use Boating, Knowledge (Battle), Healing and Repair, respectively **Sav**. Navigation is not required because the path is directly ahead. Mechanical Repair **Cth** / Repair **Sav** may be required if the lander's engine breaks down or is damaged.

The journey across the water should be a harrowing one for all involved with thunderous cannon-fire echoing from both sides, huge blasts along the shoreline and on any vessels struck, and towering geysers of water where ordnance lands in the ocean. German, British, and American planes wheel across the sky, tearing the air apart with machine gun fire directed at one another and at the crossing troops, and below the choppy, swaying black tableau of the Antarctic sea, submarines, mega submarines, and U-boats circle like sharks.

While sinking the lander the investigators are on will bring an immediate end to the campaign and should be avoided, the Keeper should emphasise the danger the investigators face during this section of the assault, from waves splashing over the side of the lander as it advances towards the shore, machine gun runs from German aeroplanes stitching a swath of carnage in the lander itself, and even landers nearby getting destroyed or sunk.

Even more immediate is the threat of Nazi resistance, in the form of soldiers on the slopes above firing rifles or machine guns...

Cth Depending on what happens, the transit itself may require Sanity rolls against sheer mortal terror, with a loss of 1D2 SAN points if the roll fails. Additional SAN losses may be incurred through viewing friends or fellow soldiers killed violently, or scenes of other carnage such as missiles striking landers or seeing men dragged screaming to their deaths beneath the dark icy waters.

Sav The transit requires investigators to make a Nausea test because of the violence and carnage.

The Target: Ritscher Station on p.105 has a description of the surrounding terrain and what the investigators will encounter when they reach the shore.

POSSIBLE OUTCOMES

For those in the immediate amphibious landing on the shore, the targeted landing area itself is highly irregular, jagged, and fairly narrow—less than twenty meters wide—and is made up primarily of ice-covered rock, with a ridge of cliffs ranging in height from a handful of meters to several stories high, with the higher ridges requiring a Climb roll **Cth** / Climbing test **Sav** to scale.

There is barely enough space for the landers to disembark, and the situation will be complicated immensely by the S-Mines the Germans have placed in great quantity across all the shoreline, buried beneath snow and all-too-ready to maim and kill any who trod on or near them.

Cth These mines are equivalent to the AP Mines described on p.65 of *Call of Cthulhu, Sixth Edition*. The Keeper should have the investigators each make a Luck roll to see if their paths will take them across any land mines, and make Easy Conceal rolls for the Germans who planted them to see if the mines are visible (assume a Conceal skill of 30%, so the chance is modified to 60%). If the Conceal roll is a failure, the investigator can make a Spot Hidden check to see if the mine is visible. A successful Demolitions check may be required to identify the telltale signs of where mines may be planted, as well as disarming them to allow safe passage.

Sav Draw an Action Card for each investigator crossing the minefield (investigators with the Luck Edge draw two cards and act on the best; investigators with the Bad Luck Hindrance draw two cards and act on the worst). If the card is a Club, have the investigator make a Notice roll. If the roll fails, the investigator has triggered the mine; he and everyone within a Medium Burst Template centred on him receive 2d6+2 damage.

Even more immediate is the threat of Nazi resistance, in the form of soldiers on the slopes above firing rifles or machine guns, small ordnance such as mortars or bazookas, or even *Luftwaffe* fighters engaged in strafing runs on the Allied invaders. The Keeper should call for Luck rolls to determine if any fire is directed specifically at the investigators, and roll accordingly based on the attackers **Cth** / draw an Action Card for each investigator (investigators with the Luck Edge draw two cards and act on the best; investigators with the Bad Luck Hindrance draw two cards and act on the worst). If the card is of a black suit, the Investigator is being targeted **Sav**. Most likely, these will be German Infantry Soldiers (Regular) as described on KG, p.32, though the investigators may be facing *Kolossreiters* (p.117) or others, depending on the state of the alert within Ritscher Station. In the worst case, they will be facing armoured vehicles from the base's vehicle hangars, described on p.116. Once on the shore, the next step is to actually take part in the assault on Ritscher Station itself, described below in The Base Assault: Storming the Castle, following.

Investigators taking part in the transportation of any of the snow vehicles *Jeremiah* is carrying (listed on 40 and described fully on pp.136–137) will have a similar experience, though will draw less fire from the shoreline because they're not headed directly at the German base. They must, however, also deal with the threat of the S-Mines that have been planted miles up and down the shoreline in either direction. Once at the shore, the investigator and Allied engineers will offload and start the vehicles—including Allis-Chalmers M7 snow tractors, Bombardier Mark II

“Penguin” tanks, Pyke’s experimental snow-screws, T-15 snow vehicles, and M29 “Weasel” tanks. Next, complements of soldiers will crew them and they will make their way down the shore towards the battle at Ritscher Station. All the while this is occurring, the Allies may be drawing fire from *Luftwaffe* planes, long-range fire from *Kolossreiter*s, and even German tanks or cannons, from those described on pp.138–143. Investigators in Allied vehicles may be required to make Drive rolls **Cth** / Driving tests **Sav** or even Cold-Weather Vehicle Maintenance rolls **Cth** / Repair tests **Sav** if there are breakdowns. Entering combat while in these vehicles calls for Artillery or Heavy Weapons rolls **Cth** / Knowledge (Artillery) and Shooting tests **Sav**, as well as any small arms that may be utilised. The next step is Ritscher Station, described below in The Base Assault: Storming the Castle.

Lastly, the still-seaborne forces headed straight for the camouflaged entrances to Ritscher Station—particularly the E-Boat docks (p.110) and the main cavern (pp.115–116)—will have the roughest time of it, drawing the most intense resistance from the German forces. E-Boats and U-boats alike will rush out to prevent the Allies from breaching these entrances, potentially leading to massive carnage if the Allied landers are not heavily defended while in the water. If the landers make it to the canvas-covered chain

curtains while they are closed, a successful Demolitions roll **Cth** / Knowledge (Demolitions) **Sav** will be required to blow the curtains open wide enough to allow entry. This will not go without response from the troops inside, who will open fire the moment the curtains have fallen, with sidearms and heavier weapons, even the deck guns of whatever boats or subs are still in the water. However, the U-boat parked at the back of the cavern near the private dock (see p.119) will not enter the fray, as it is there to ferry *Kommandant* Thaler and his loyal lackeys to the relative safety of Point 19. Once here, the Keeper should consult The Base Assault: Storming the Castle, following.

The Base Assault: Storming the Castle

Ritscher Station itself is a tough nut to crack, as very little of it is exposed or open to a direct assault. While the guns of *Jeremiah*, *Icarus*, and *Massey* can hammer at the shoreline indefinitely, they are firing at a wall of ice-bound frozen rock that is dozens of meters thick, with the fortified walls of the base beneath. Inevitably, no matter how much of an advantage the Allies have over the German forces—whether number of troops, air superiority, supplies, etc.—Ritscher Station has the tactical advantage of being eminently defensible and being able to sit out an indefinite siege. As such, the base can withstand a stupendous amount of direct fire before showing any signs of degradation, or its entrances being compromised by anything other than a direct hit.

So ultimately, the Allies must attempt a ground invasion, to breach the entrances to storm Ritscher Station and go room-by-room, defeating the German forces within and eventually taking control of the base entirely. This will require troops on the ground, whether they have come there by submarine, lander, overland, or from the skies. All must face, and overcome or bypass, Ritscher Station’s defences before they are able to enter the base.

From the ground level, listed in order of closest to most distant, Ritscher Station’s points of entry are as follows:

- **E-Boat Dock (p.110):** This entrance is disguised by a metal framework covered with heavy painted canvas, similar to the Curtain (listed below). From the water, it is camouflaged enough to require a successful Spot Hidden roll **Cth** / Notice test **Sav** to detect, though the roll becomes *Easy Cth* / receives a +2 bonus **Sav** when investigators are within 30 meters of the entrance. It is not difficult to slip through or damage, but it cannot be bypassed by sea vessels unless each 1-meter section sustains at least 8 Hit Points of damage **Cth** / each 1-meter section has Toughness 8 **Sav**. Attackers must first get by the camouflage curtain and then find solid ground on the docks, else they be forced to battle while standing in the landers or in the icy water itself. Once the E-Boat Dock is secure, the Allies must enter the base through a



single entry point, a tunnel connecting with the Surface Radar (described below and on p.113) and continuing on to the Submarine Pen (p.112) or crossing over the cavern heading towards Operations (p.114). The downside to this is that they will be forced to fight every inch of the way in narrow tunnels, against a fortified enemy on their own turf.

- **Curtain (p.110):** The Curtain itself is identical to the camouflage netting used on the E-boat dock (above), and covers the main entrance to the ice and rock cavern that makes up the largest portion of the station. As with the dock, any attackers must first bypass the Curtain itself and then find solid ground. One tactic might be to knock out the Curtain and allow several of the landers to manoeuvre into the cavern, though this puts any attackers at a huge disadvantage, being at the crosshairs of virtually the entire base. If the Allies manage to get into the cavern, the entirety of the base is theirs to take, though the battle will be a bloody one, with the attackers facing resistance from every entrance. Should the Allies breach the Curtain and enter the cavern, Black Sun will inevitably attempt to detonate the fuel tanks (p.118) and/or liberate the Mythos creatures from the Vault (p.119), given the opportunity.
- **Gun Emplacement (p.110):** Situated atop a peak along the rocky shoreline, the Gun Emplacement is fairly inaccessible, the only means of gaining entry is to climb down from the cliff-side above or up from the shore below (either method requires a *Difficult Climb* roll **Cth** / Climbing (-2) test **Sav** to scale the icy rocks and enter through the firing slits, an extremely dangerous mode of entry). Once inside, a corridor leads into the west side of the base, containing the Submarine Pen, E-Boat Dock (p.110), access to the Surface Radar (p.113), and a passageway bridging the cavern to Operations (p.179) and the remaining majority of the base.
- **Command Centre (p.112):** The most likely point of attack is the Command Centre, with its long line of thick windows atop the cliff-side. Reaching the windows themselves will either require a *Difficult Climb* roll **Cth** / Climbing (-2) test **Sav**, or for the investigators to ascend the cliff-side from a less hazardous part of the shoreline cliffs and make their way to the Command Centre. There, the options are to shoot through or blow a hole through the windows, or to attempt to breach one of the two exterior doors that provide access inside. Seizing the Command Centre—cutting the head off the beast—is a significant advantage, but will not cripple the Nazis entirely. Their forces are disciplined enough to continue to resist without further orders, and will rush to contain the invasion, with the nearby barracks providing an ample supply of battle-ready troops. Thus, taking the Command Centre means that the Allies must next fight their way down a heavily defended corridor, with every metre likely to be paid in blood.

- **Surface Radar (p.113):** A white-painted geodesic dome roughly 20 meters across, this is the eyes and ears of the facility. If the base is alerted to the presence of the Allies, at least two guards will be outside the door attempting to prevent access into the control room, and additional guards will be stationed inside. If the Allies are able to breach this facility, they must then head down a slight corridor that branches, leading down to the E-Boat docks or across to the corridors that lead elsewhere within the base.
- **Gate to the Surface (p.117):** The largest and most obvious entrance into the base from the surface, this is also the most dangerous and inaccessible, with the *Schnee-Koloss* pens immediately adjacent, and a heavy, reinforced gate blocking access into the central cavern. Allies breaking through this door will gain access to the very heart of the station: the central cavern.

The goal is made eminently easier if the investigators and Allies are dealing with an unaware target, a possibility that grows increasingly unlikely given the number of ways the Germans can be alerted to their presence. The Nazis at this point will do anything they can to resist the base's invasion, setting up mounted machine guns in the hallways behind improvised barricades, booby-trapping rooms and corridors, and even destroying passageways to prevent access—such as the long walkway that crosses the inner cavern, connecting the west and east portions of the base.

WELCOME TO ANTARCTICA

A blizzard is underway as the Allied forces near the outside radar detection range of Ritscher Station, making for a difficult decision. While these conditions will make visibility awful for air support, it also has a strong chance of fouling radar, giving the Allies the element of surprise if they have not already lost it. The lack of a German response to their approach has given the Allies renewed hope that they will begin the attack with the upper hand, able to launch their forces and get into striking range before the Germans begin with long-range airstrikes against the carrier and its escorts.

A German armed response to the Allied attack makes the situation somewhat rougher, but Antarctica alone is so inhospitable, so bleak and difficult a terrain, that the difference is almost meaningless. The truth is that the assault is a war on two fronts: against the Germans and the very continent of Antarctica itself.

Battlefield Antarctica

Ritscher Station itself is located on the shore in the midst of the region dubbed *Neuschwabenland* by Ritscher and his survey team (a region known to others as Queen Maud Land). Located at 70°03 and 3°28, closest to Africa in terms of orientation to

the rest of the globe, the German base is installed in cavern found with access to a slight cleft in a rocky shelf, surrounded by a veritable floating obstacle course of icebergs, partial and submerged, as well as a thick sheet of broken ice shards floating atop the water. The water itself is choppy and rough, causing smaller vessels to rock with the tide, though larger ships such as the bergship or the destroyers will be unaffected.

To approach the base, vessels must navigate this hazardous reach — which extends tens of miles off the shore — allowing Ritscher Station ample opportunity to detect any unexpected visitors... and to ready their defences in the event of an attack. The Nazis' disadvantage, however, is that this jumble of icebergs makes it difficult to detect ships, and thus they must constantly monitor their surface radar and use human solutions such as long-range spotters and frequent shore patrols.

Once arriving off the shore of Ritscher Station, the Allies will see that they are in for a difficult time, as the base is almost completely concealed, hidden underground in a cavern, protected by a thick layer of black rock and impact-absorbing Antarctic ice. The shoreline is minimal, making a landing extremely difficult, and there are no other known entrances into the base. A naval bombardment and air assault can hammer at the cliffs forever, but at a certain point, it will become necessary to land troops and breach Ritscher Station, a daunting task given the environment.

The following section provides an overview of what conditions will be like for the soldiers fighting there.

Antarctic Conditions

For humans, Antarctica is arguably the least hospitable place on the planet. All of the fighting forces must face two foes during the assault: the Nazis in Ritscher Station and the environment itself, a pitiless, harsh environment unlike anything they have ever encountered. Unlike other theatres of battle the investigators and troops have fought in, the sheer fact of being in Antarctica presents a continual struggle to survive, where death can occur in minutes if the proper precautions are not taken. For this reason, the Allied forces aboard *Jeremiah*, the destroyer escorts, and the Soviet mega submarines have all been training troops in cold-weather survival techniques, and wherever possible, have recruited soldiers already accustomed to such climes.

The investigators should keep all of the following aspects of Antarctic survival in mind during the initial phases of the assault. Additionally, the Keeper may require the investigators make occasional Survival, First Aid, or even Idea rolls to prevent the ill effects of the intense cold. **Cth** / Vigor, Healing and occasional Smarts tests. Survival should only be used for outside activities lasting more than a day **S^{av}**. More information is provided in Survival in Antarctica on p.100. Initially these conditions should not be too troublesome, but any sustained activity in this environment will require serious and careful survival measures.

TEMPERATURE

The temperatures are inevitably far below freezing, and even though the spring is approaching, the temperature will not raise much. At the time of the assault on Ritscher Station, the temperature is roughly -37°F , which is -38°C , with wind speeds around 50 miles (80km) per hour, conditions that are incredibly difficult to survive for a prolonged period of time. The water temperature is roughly 26°F (-3°C), which is below freezing, but the high saline content of the water keeps it in liquid form.

VISIBILITY

The sun does not rise above the horizon in the time between April and August, meaning that there will be dimness or outright darkness most of the time, with little direct light. The Keeper may require that the investigators make Spot Hidden rolls **Cth** / Notice tests **S^{av}** to notice even obvious things due to darkness, or to make ranged attacks at anything beyond short or point blank range. The upside to this is that the risk of snow-blindness is reduced considerably.

COMMUNICATION

Though Ritscher Station does not have any communication jamming equipment, *Luftflotte Antarktika* does, and unless that equipment is knocked out, the Allied forces will have no ability to communicate via radio once they head inland, rendering many coordinated activities risky or more difficult. Even in the event that the radio jamming is disabled, the aforementioned *aurora australis* causes enough distortion to make radio communication unreliable at best, and impossible at worst. *Jeremiah* and the destroyers have lower frequency “ground wave” transmitters, but use of these before the raid will certainly alert the inhabitants of Ritscher Station.

Any use of radios for communication, no matter how trivial or mundane, requires a successful Radio Operator skill roll **Cth** / Knowledge (Communications) test **S^{av}** while in Antarctica. Additionally, all Radio Operator skill rolls attempted while in the range of the jamming facility at *Luftflotte Antarktika* become Difficult **Cth** / all Knowledge (Communications) tests while in range of the jamming facility suffer a -2 penalty **S^{av}**.

NAVIGATION

Magnetic compasses are unreliable so close to the magnetic pole, the exact point of which wanders dramatically day to day, ranging dozens of miles at a time. Relying on a compass is a great way to get lost, so investigators must make Navigate or Survival rolls **Cth** / Knowledge (Navigation) or Survival tests **S^{av}** to orient themselves by the sun, moon, or stars, if visible (and the stars are rarely so). Additionally, the light storm called the *aurora australis*—the southern lights—disrupt compasses further, and additional magnetic anomalies make compasses even more untrustworthy.

MECHANICAL FAILURE

Metal devices such as firearms do not work particularly well in the Antarctic climate unless they are engineered specifically for the weather (and very few pieces of equipment are so manufactured) or are periodically warmed to room temperature. When investigators (or Allies) are using any piece of equipment not made for cold weather use while exposed to the extreme cold for over 15 minutes, the Keeper may require a successful Luck roll to prevent the item from jamming or malfunctioning, or may rule that any roll of 96–00 indicates such a condition **Cth** / when using any piece of equipment not made for cold weather, rolling a 1 on the trait die, regardless of the results of the Wild Die, means the item has jammed or malfunctioned **S^{av}**.

The Cold-Weather Vehicle Maintenance skill, described on p.104 **Cth** / Repair skill **S^{av}**, may be required to keep vehicles running and to undo any jams or malfunctions. The Keeper may require additional rolls of skills such as Electrical Repair, Mechanical Repair, Operate Heavy Machine, or Survival **Cth** / Repair **S^{av}** to get machines or metallic equipment functioning properly should they jam.

For smaller pieces of equipment, such as firearms, the best way to prevent this problem is for the user to keep a firearm close to the body, beneath any clothing or between layers. This is relatively easy for pistols but less so for long-arms.

Cth If a firearm is exposed to the cold for more than 15 minutes, the chance of a jam doubles. Thus, a jam chance of 00 becomes 99–00, while a 98–00 chance becomes 96–00. If exposed to the cold for more than 15 minutes, that amount doubles again, so a weapon that normally jams on a 00 will jam on a 97–00, and a firearm that normally jams on a roll of 98–00 will jam on a roll of 89–00.

S^{av} If a firearm is exposed to the cold for more than 15 minutes, it jams if a 1 is rolled on the Shooting die, regardless of the results of the Wild Die. If exposed for 15 minutes more, it jams on a 1 or 2 of the Shooting die.

If a firearm jams, it must be brought to room temperature and a successful Mechanical Repair or appropriate firearm skill roll **Cth** / Repair test **S^{av}** must be made to get it working again. For this reason, military cold-weather survival training emphasises safe gun handling. Grenades, also, will suffer from this effect. It is not recommended to bring ice-cold equipment into contact with bare skin, as described in Antarctic Survival Gear on p.101.

During the assault, the Allied forces will be at a disadvantage while battling outdoors, versus their German foes who can periodically duck indoors to allow their weapons and other gear to warm.

Survival in Antarctica

Antarctica is among the most inhospitable places on earth for most living creatures — especially so for human beings. With sustained winds that regularly reach 100 mph, and temperatures that can drop well below –50°F (–45°C), learning to survive under such extreme conditions is not just useful, it is sheer necessity. Expeditions of exploration spend a great deal of time out of doors, and in the blisteringly cold temperatures commonly found at the continent surrounding the South Pole, knowing how to keep warm and the warning signs that All Is Not Well are crucial for staying alive.

STAYING WARM

In a climate as cold as Antarctica, staying warm is crucial, not only on a daily basis but hourly, and often even minute-to-minute. It is no exaggeration to state that the brutal cold and biting wind of this place can flash-freeze exposed flesh in mere minutes, so keeping every possible square inch of skin covered is critical. Goggles must be worn, not only to protect the eyes from cold but also from wind-blown particles of snow, dirt, and ice. A balaclava to cover the rest of the face is ideal, and layers of warm, thermal clothing help keep the body's heat trapped against the skin. Mittens are vastly preferable to gloves, as keeping the fingers together helps concentrate the heat more efficiently. Waterproof, lined boots will keep the snow out and the heat in, and a good, fleece-lined parka with a hood will provide some relief from the cold and wind for the head and face.

A person in this type of environment will require more calories than usual, due to the amount of body heat being produced and the energy required to move through snow and cold in thick layers of clothing. Investigators should try to eat double the amount that would be normal, and then add another 50%, just to be safe. Fattier foods contain a higher calorie content, and are highly recommended for these conditions.

Fortunately, the Allied vessels — *Jeremiah*, *Icarus*, and *Massey* — as well as both Ritscher Station and *Luftflotte Antarktika*, are well-provisioned, with protective clothing and foods specifically selected for Antarctic survival, so investigators will not be forced to rough it in this regard. Investigators arriving with or supplied by the Soviets, however, will be in rougher shape, poorly provisioned as well as being clad in clothing hardly suitable for the icy endeavour. The Allies will do what they can to assist the Soviet forces in terms of food and warm clothing, and the Soviets are all-too-willing to scavenge useful items from the German bases. Though battlefield looting is explicitly discouraged, in this case a blind eye will be turned, due to resources being so critical. The Keeper may use this element as a potential cause for confusion: “Is that soldier a German, or a Russian who put on the clothes to survive?”

*How many bodies can this blasted place conceal,
swallowed in ice and buried in time?*

- Cpl. Akhee Singh

ANTARCTIC SURVIVAL GEAR

The most reliable means of preventing frostbite and hypoxia are multiple layers, thick parkas, masks, protective headwear, etc. Investigators will be issued cold-weather survival clothing and gear, described above, and additional items, depending on nationality. Generally, the amount of additional clothing required to stave off the freezing cold weighs between 10 and 20 lbs (4.5 and 9kg). When combined with the weight of a soldier's traditional kit (uniform, boots, harness, weapons, ammunition, helmet, etc., usually weighing dozens of pounds and also highly variable depending on nationality), movement is slow and cumbersome. As a result, the Keeper may choose to make any extreme physical actions *Difficult Cth* / all extreme physical trait rolls receive a -2 penalty *Sav* while the investigators are so encumbered.

Unprotected skin exposed to
Antarctic winds can suffer frostbite
in a matter of minutes...

Aside from the additional burden of heavy clothing, the necessary gear for any explorer to carry on his or her person at all times will include a small tent, a collapsible shovel, a week or more worth of food and water per person, a can opener, a portable stove, blankets, an ice axe, and a knife.

The tent is obvious. Tents of this period tended to be canvas and quite heavy, so having a good backpack to distribute the weight evenly is essential. Shelter is critical when nighttime temperatures set in, and it also provides relief from the howling windstorms that strike the continent.

A collapsible shovel is possibly the most crucial piece of equipment an Antarctic explorer can carry. In a pinch, it can be used to dig a makeshift shelter in the snow, which can easily mean the difference between life and death. It can also be used to build snow mounds to serve as windbreaks, making the camp that much more comfortable.

Food is scarce in the interior of Antarctica, even in the "warmer" summer months, and if a party becomes lost or if their plane crashes, it will be days before help can arrive—possibly even weeks or months. Having sufficient food to keep the body fuelled and warm is essential to stay alive in such frigid temperatures. Soldiers in the field will do well to scavenge whatever food they can from slain enemies' supplies.

The can opener assumes one will have canned food; if the party does not have canned food, it will surely starve in short order. Canned food makes for a most convenient and efficient package, and while still susceptible to freezing, canned foods can stay palatable for months or even years. Many canned items may be eaten straight out of the can without needing to be cooked—a benefit if a portable stove is out of fuel, broken, or otherwise unavailable. Advance scouting teams sent to build shelters ahead of the

main expedition will often take extra caches of canned food along to stock the shelters. Typically, this cache will only be enough food for the party for 1D6 days.

Water is even more important—Antarctica is incredibly dry, and the simple act of breathing can leech water from a body at an alarming rate. Six to eight litres of water per person per day is recommended. Water is quite heavy, and carrying a sufficient amount per person in a pack will be a struggle for all but the strongest adventurers. In areas with sufficient snow pack or ice, water can be obtained by melting, but time, a heat source, and a heatproof vessel to contain the liquid will all be required. Such areas cannot always be depended upon; the rockier areas of Antarctica may have little or no snow pack at all.

Blankets are also obvious. Wrapping up in one or more blankets helps conserve heat, and therefore calories. Blankets may also be used in a pinch to line the shelter to keep out cold drafts, and as a makeshift sled to drag supplies, equipment, and even sick or injured comrades.

A portable stove is incredibly useful in a cold environment. Not only does it provide a small amount of ambient heat, but also hot food will help conserve the body's energy, and snow and ice harvested near the camp will need to be melted before drinking or cooking. There are no trees on the entire continent of Antarctica, so making a fire without a stove means burning critical supplies or equipment as fuel—hardly an optimal situation. There is still the question of fuel for the stove; it will need to be carried along, but a stove uses fuel quite sparingly, so even only a few ounces is good for an hour or more of cooking.

An ice axe is recommended under most circumstances. With a pick-like back end and an axe-like blade on the front, it is an essential tool for climbing, exploring, and testing ice for human-sized holes or cracks hidden by snowdrifts. The handle also makes an excellent improvised leg brace for a tourniquet, or in a pinch, it can serve as a cane or crutch. If it is needed for combat, an ice axe has a base chance of 20%, does 1D6+1+db, and has 20 HP *Cth* / an ice axe does Str+d6 damage *Sav*.

Finally, a knife is an all-purpose survival tool, with an astonishing array of practical uses. If needed, use the statistics for fighting knives provided on p.64 of *Call of Cthulhu, Sixth Edition Cth* / A fighting knife does Str+d4 damage, and may be thrown *Sav*.

One caveat with all forms of gear, however, is that contact with frozen metal may be hazardous. Metal equipment (as well as doors, vehicles, etc.) must be warmed to non-freezing temperatures before being safely handled without protective gloves or mittens. Handling frozen metal with bare hands is a quick way to lose skin, and will cause 1 Hit Point damage and make all physical actions using the hands *Difficult* if an investigator is careless or has no choice *Cth* / if an investigator handles frozen metal with bare hands, have the investigator make a Strength roll. With a failure, all trait rolls involving the affected limb have a -2 penalty for 24 hours, due to the tearing of the skin *Sav*.

SHELTER

A tent will suffice for overnight shelter and to minimise the effects of the biting wind, but will not keep out the worst of the cold. Many expeditions send a team ahead to scout and to build a series of semi-permanent shelters, made from plywood and insulation, or even constructed of rocks and freeze-dried mud. If given a few days to cure, most of the moisture content of the mud will evaporate in the frozen, dry air, making the mud-mortar more permanent. Scavenging for building materials is possible, though the dangers of becoming lost or separated cannot be underestimated.

Building a fire is problematic without supplies brought in from the outside. There are no trees or major plants to use for fuel, and lamp oil burns too quickly to be efficient as a heat source in the long term. Mostly explorers relied on their own body heat combined with the heat generated by the oil lamps used for light to keep the shelters at a survivable temperature. It takes time for body heat to build up; in the mean time, characters must rely on their clothing, and huddling together, to keep the Antarctic chill at bay.

Health Risks

As emphasised above, there are considerable challenges to the Antarctic campaign that soldiers simply do not face, even in the harshest Siberian battlefronts. Antarctica has been described as the most barren desert on the planet, and just like any other desert it is hazardous to all forms of life not born into it... and Antarctica has few forms of native life, due to the extreme, pitiless conditions.

The following section covers all of the major threats to health and stability faced by the investigators and the rest of the Allied forces. The Keeper should use these as desired, keeping in mind that the true challenge in this campaign is the occult horror presented by the Nazis and the forces they have unleashed, rather than the harsh environment of the polar battlefield.

EXPOSURE AND OVEREXERTION

Cth The Keeper should emphasise the difficulty of combat while overburdened, calling for CON×5 rolls per eight hours of activity to represent the challenges of prolonged physical exertion in such an inhospitable environment. Failure results in a temporary Hit Point loss, restored through an eight-hour shift of sleep. Fumbling this roll costs 1D3 temporary Hit Points and reduces the investigator's CON temporarily by 1 point. A week of rest and inactivity will restore this lost characteristic point.

Additionally, the Keeper should keep the following in mind:

- Unprotected skin exposed to Antarctic winds can suffer frostbite in a matter of minutes, and garments that are soaked with sweat, blood, or melted snow can quickly freeze.

- If an investigator is completely covered and adequately protected against the cold, no rolls are required.
- If an investigator is dressed in some, though inadequate protection, the Keeper should require a roll of CON×5 for every ten minutes of exposure. If the roll is unsuccessful, the investigator suffers 1 Hit Point of damage from frostbite and exposure. A fumble yields 1D3 Hit Points of damage.
- If an investigator is woefully unprepared, such as being soaking wet or in “normal” clothing, the Keeper should require a CON×5 roll every minute, with the same Hit Point losses described above for failed rolls.



Exposure and overexertion are already handled in *Savage Worlds* using the **Cold** rules from **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook. Make sure to apply these rules for every four hours of the investigators being exposed to the snow. If a character ends up incapacitated because of cold and needs to make a Vigor roll to recover, another character can use the Healing skill as a Cooperative roll to help.

See also the Hot Blooded Edge, listed on p.105 below.

EXERTION

The thin air, combined with the added encumbrance of protective clothing and the intense cold, makes regular exertion difficult and more taxing than in normal conditions.



The Keeper may require investigators to make successful CON×5 rolls before any physical activity: success means that the action is unmodified, while failure makes any attempted physical skill roll *Difficult*. A fumble might even do 1 Hit Point of damage to the investigator from overexertion or hypoxia (lack of oxygen in the blood stream), requiring medical attention or an hour of rest, at the least. If the investigator is suffering from hypoxia, Idea rolls may be required to remain clear-headed enough to use knowledge or mental-based skills, or else they too will be *Difficult*.



Penalties for exertion are already included in the Fatigue penalties investigators may acquire as part of the Cold rules above.

FROSTBITE

Frostbite occurs when tissues are heavily damaged by cold. Frostbite is difficult to detect as the affected areas typically go numb and lose all sensation, making it difficult for an individual to assess the potential for frostbite damage. As the cold sets in, blood vessels contract, reducing blood flow to the extremities—hands, feet, ears and noses are most susceptible to frostbite damage. With prompt medical attention, victims recover fully from the majority of frostbite cases. Permanent damage is possible if the damage is left untreated, or worsens due to continued exposure. Amputation may be necessary in extreme cases to prevent death due to gangrene or other infections.

HYPOTHERMIA

Hypothermia and frostbite are two completely different conditions, though one can lead to the other. Hypothermia is defined as a condition when the victim loses body heat faster than it can be generated. There are two primary stages of hypothermia: early and late. Early stage symptoms include shivering, skin that is cold to the touch and a pale white or blue pallor, mild lack of balance or unsteadiness, slurred or mumbled speech, numb fingers and difficulty performing tasks requiring hand-eye coordination. Late stage symptoms of hypothermia can include stiff muscles, slow pulse, shallow breathing, sleepiness, and the torso becomes cold to the touch.

Treating hypothermia, particularly in the early stage, is simple: the person needs to be removed from the cold environment as quickly as possible and warmed up. This may involve wrapping the victim in blankets, changing the victim out of wet or cold clothing into dry, warm clothing, or sitting the victim down in front of a heater, a fire, or other source of warmth. Providing a conscious victim with something warm to drink, such as tea or cocoa, will also speed recovery, though alcohol or too much caffeine may complicate their condition and is not recommended. Hot water bottles or warming chemical packs should not be applied directly to bare skin, even in extreme cases of frostbite or hypothermia. Immersion in warm water may shock the victim's system, leading to heart arrhythmia, which may cause the heart to stop beating altogether. Medicine skill checks **Cth** / Healing tests **Sav** may be required in more serious cases as the body's core temperature drops below tolerable levels.

All investigators are assumed to have high-quality gear and protective clothing to defend against frostbite. However, extended forays into sub-zero temperatures are dangerous, regardless of the quality of the equipment.

Cth To represent this, the Keeper may have investigators make Luck rolls for every hour of continuous travel outdoors, with a penalty of -10% cumulative after the first hour. So someone traveling in sub-zero conditions would make a Luck roll at -10% after the first hour, -20% after the second hour, and so on. Bitterly cold temperatures are potentially lethal; remaining out of shelter under such conditions is asking for injury or death. If investigators are forced by circumstances to remain out of doors and on the move, their body temperature will drop by 2D6 degrees F per half-hour (or 1D6°C) until they either pass into late-stage hypothermia, or are able to find shelter and warm up.

Sav Use the **Cold** rules from **Chapter 4: Situational Rules** in the **Savage Worlds** rulebook whenever the investigators are out in the cold.

SNOW BLINDNESS

Snow blindness, known medically as *photokeratitis*, is a condition resulting from overexposure of the eyes to ultraviolet

light. Essentially, it is a sunburn to the cornea and interior of the eye. This condition is easily acquired in areas where the snowpack is broad and extensive: the reflective surface of the snow intensifies the effect. Prevention includes using protective goggles with UV light filters, or homemade devices with only narrow slits for vision to limit the amount of harmful rays passing into the eyes. Symptoms of photokeratitis include itchy eyes and a feeling of painful grittiness, not unlike having sand particles in one's eyes. Snow blindness is a well-known condition by the 1930s, and a well-equipped expedition will have the proper gear to prevent such injury.

Cold compresses placed over the eyes will help alleviate the discomfort, and the eyes, once so affected, will require 24 to 72 hours to recover, with the individual needing to be removed from the dangerous light conditions during that time, or having their eyes completely covered with thick layers of bandages to prevent further exposure. Pain relief may be had with the use of aspirin, paracetamol, or other mild analgesics.

ISOLATION

Being alone in Antarctica is a certain death sentence. With companions, the chance of isolation-induced insanity is dramatically lower. Likewise, companions can watch out for each other to avoid spiralling incidents that can lead to accidents or death. When an individual stumbles frequently, and speech is slurred and reduced to mumbles, it is a sure sign that hypothermia is setting in—signs that most individuals would not notice about themselves. It is therefore vital for fellow explorers to keep an eye on each other for such subtle early-warning signs of distress.

SANITY

The body is not the only thing threatened by the Antarctic conditions: a variety of mental maladies also poses considerable danger to investigators and the Allied forces. Expeditions to both poles have seen rise to considerable bouts of individual and mass insanity. One possible threat to the mind that the investigators may face is the constant erosion of psychological well-being in the stark wasteland, leading to a condition sometimes called “Dementia Antarctica” by polar explorers. This form of insanity can cause a variety of symptoms, including depression, a lack of energy, decreased sleep, dementia, paranoia, and even sociopathic or misanthropic behaviour. Sometimes it can turn to murder, or suicide. Other threats to the mind include cabin fever, which can spring up by forced cohabitation in enclosed spaces with hostile exteriors. Investigators who are friends may suddenly view one another as intruders, or enemies, and begin jealously guarding their space and resenting trespasses into it. And finally, the long periods of little-to-no daylight—or even the opposite, with long periods of little-to-no darkness—can affect the mind just as severely as these other conditions.

To simulate the psychological ill effects of long-term activity in Antarctica, the Keeper should ask each investigator to make a Sanity roll **Cth** / Nausea test **S^{av}** once per uninterrupted week spent on, within, or even under the continent of Antarctica. If the investigator manages to break up this week with a visit to one of the Allied vessels, no roll is required. Success means that the investigator does not suffer any ill effects from the prolonged exposure to the alienating, hostile environment. If the investigator fails this roll, a single point of SAN is lost **Cth** / the standard effects of the failed Nausea test apply **S^{av}**, and there is a gradual erosion of morale and attitude. This is not a large loss, but when coupled with the mind-shattering horrors of the Mythos as well as the horrors of war, it can push even the strongest-minded investigator over the edge.

LONG-TERM EFFECTS

Further medical hazards and logistical problems will present themselves the longer the investigators remain in the Antarctic, and will weigh heavily upon the troops assembled to wage war there. Despite the fact that the Nazi forces have been in place for months in advance of the assault, they are barely better adapted to the environment than newcomers, and are just as likely to fall victim to the cold as the Allies.

The Survival skill is essential to long-term survival in Antarctica, and as the campaign progresses and the investigators proceed deeper into the continent, they should be required to use the skill frequently to avoid the short- and long-term ill effects of the harsh environment. The Keeper should, however, keep in mind that the threat presented by the environment is as much a metaphoric challenge as it is a physical one, and should attempt to use these dangers, hazards, and restrictions only to the degree that they emphasise the experience of being at war in Antarctica, rather than becoming a tedious checklist of conditions that must be prevented.

To emphasise this, the Keeper may assume that after the investigators have been in Antarctica for more than a week, they have established and internalised their own cold-weather survival protocols and do not need to make Survival rolls **Cth** / Vigor or Survival tests **S^{av}** in any but the most extreme circumstances, or when facing new challenges to survival.

SURVIVAL SKILLS

Cth

A very specific set of skills will be invaluable to aid investigators and improve their chances of survival in Antarctica: Snowshoe, Ski, and Survival. Snowshoe is presented below, and the latter two skills are described fully in the IG, on pp.93–94. For investigators travelling for extended distances across Antarctica, the skills of Cold-weather Vehicle Maintenance and Dogsled Handling are essential: both are described below.

Also useful to any investigators during war- or peace-time are a measure of first aid or medical capability; a loaded, ready weapon for self-defence, and the relevant skill to use it; as well as the ability to keep a cool head in the midst of adversity.

Cold-weather Vehicle Maintenance (0%)

An offshoot of Mechanical Repair, this skill allows its user to evaluate weather conditions and make cold-weather modifications to vehicles accordingly, though a related Electrical Repair, Mechanical Repair, or Operate Heavy Machinery skill roll may be required to accomplish the actual modifications. This skill also encompasses knowledge of the relative uses of various vehicles versus different environmental conditions, or the effects of the terrain on the vehicle being used. It also handles the knowledge of potential adjustment to cabins or passenger compartments to enhance driver and passenger survivability. It may also be used to determine if weather conditions make vehicular travel inadvisable.

Dogsled Handling (0%)

Dogsleds seem simple enough, but commanding the dogs to obey—and knowing how to earn their respect and obedience—while staying balanced on the sled's rear runners can be a challenge. Knowing when the dogs need a rest or a meal is critical for keeping the dogs—and by extension, the person(s) on the sled—alive. It gives proficiency in knowing how to stake the dogs out when resting to keep them fighting, and to handling the dogs when harnessing and unharnessing them. Also important is understanding how to distribute weight on the sled for optimal efficiency. In addition, this skill covers assembling and disassembling dogsleds, making any minor repairs or adjustments, and even confers some knowledge of knowing the qualities to look for when picking dogs for sled work. Furthermore, this skill covers basic first aid and treatment for handling the minor medical issues that the dogs may suffer from, such as cracked paws, etc.

Additional information on dogsleds can be found in **A Trail of Frost and Blood**, pp.124–177.

Snowshoe (05%)

Snowshoeing is a difficult skill to master, practically requiring the users to learn to walk all over again. It is of most use in areas of deeper snow, where the wider weight disbursement of the snowshoes prevents the traveller from sinking. Snowshoes are superior to skis for traversing rocky, broken terrain or scree-covered areas. This skill covers maintenance and adjustments for snowshoes, and can be used when attempting to move rapidly, such as through hazardous terrain or while giving pursuit.

Antarctic Skills Package

Cth

At the Keeper's discretion, players wishing to economise on time during character generation may simply take an overall skills package. The Antarctic skills package consists of:

- Survival (specializing in Arctic climates)
- Ski or Snowshoe (pick one)
- Cold-weather Vehicle Maintenance or Dogsled Handling (pick one).

The amount of points available is based entirely on how many points the player puts into this package. The investigator is allowed to have each skill at 15% less than the total number of points put into the package. For example, if the player puts 30% into the package, each of the three skills would have a score of 15%, plus the base skill points for the Survival and the Ski skills.

Sav

Consider offering the following new Edges to the Investigators:

WEIRD EDGE: HOT BLOODED

Requirements: Novice

The character is able to withstand low temperatures much more easily than his comrades and not only gains a +2 to any Vigor rolls to resist Fatigue Levels, but is also able to ignore two levels of Fatigue inflicted by cold.

PROFESSIONAL EDGE: ANTARCTIC TRAINED

Requirements: Novice, Spirit d6+, Vigor d6+, Driving d4+, Survival d8+

Some people have had the opportunity to deal with the harsh environment of the coldest parts of Earth and survive. Characters with this Edge gain the following:

- Their skill with skis and snowshoes mean they can move through deep snow normally, ignoring Difficult Ground penalties. When travelling overland, the character treats the ground as Average per the Overland Speed Modifiers Table.
- They gain a +2 bonus to Repair rolls when performing Cold-Weather Vehicle Maintenance.
- They gain a +2 bonus to Driving rolls when driving dogsleds.
- At the Keeper's call, they gain a +2 bonus to the specific use of skills when they are used for something particular to the Antarctic. The exception are rolls related to Cold (use the Hot Blooded Edge for that).

Sav

Cold-Weather Vehicle Maintenance is handled via a Repair roll and Dogsled Handling via a Driving roll. As indicated in IG, p.105 and 108, Investigators have a -2 penalty when using skills on environments or vehicles they are not familiar with.

Moving through the cold environments of the Antarctic counts as Hard Ground in the Overland Speed Modifiers Table in the Travel section of **Chapter 4: Situational Rules**, in the *Savage Worlds* rulebook, and as Difficult Ground when moving during combat in deep, heavy snow. See the Antarctic Trained Edge opposite, if the investigators are interested in acquiring skills useful in the Antarctic.

THE TARGET: RITSCHER STATION

Named in honour of Alfred Ritscher, the German explorer who led the *Schwabenland* expedition in 1938–39 and who first discovered the tunnels beneath the ice and rock, Ritscher Station is a testament to the Nazis and their industrial might, even now as the war turns against them. See 14 of the **Introduction** for more details.

Although much of the construction of the base was carried out under the guidance of *Nachtwölfe*, Ritscher Station is now very much under the command of Black Sun, whose pennants hang from the gantries over the submarine pens and dock sides. As all pretence of cooperation between the two organisations is dropped, Black Sun now maintains a stranglehold over the entrance to the Elder Tunnels, forcing *Nachtwölfe* to supply their own efforts via *Luftflotte Antarktika* to the east. Despite the open animosity between the two factions, the lip service they must pay to their Reich masters means that Ritscher Station still provides certain facilities for *Nachtwölfe*, particularly the supply of aviation fuel that feeds the airbase, which draws its supply from the huge tanks within the Black Sun base.

Despite the open animosity between the two factions, the lip service they must pay to their Reich masters...

Situated in a natural fissure in the Antarctic coast, the station is constructed around the entrance to the subterranean tunnels. Thanks to the ingenuity of the German engineers who built it, Ritscher Station is virtually invisible to approaching vessels. The fissure itself, carved from the rock and ice by millions of years of water erosion, forms a natural cavern with a vast, vaulted roof, within which the Germans have created a massive staging post for their exploration of the Antarctic interior. To prepare against invasion, the human-accessible areas in the surrounding shoreline have been extensively planted with S-Mines, easily concealed within the snow-covered terrain.

The entrance to the fissure is camouflaged by a huge curtain of netting helping it to blend in seamlessly with the surrounding rock and ice and is protected from Allied incursions by a massive coastal battery containing two 40.6cm naval guns (nicknamed the *Adolfkanone*), capable of striking targets up to 35 miles (56km) away with their deadly 1,000kg shells. Hidden at the base of the cliffs behind another camouflaged curtain, three E-Boats sit in their dock, ready to intercept any vessel that strays too close. These defences are coordinated by a radar station high on top of the cliffs, and the only structure visible on approach (requiring a *Difficult* Spot Hidden check **Cth** / Notice (-2) test **Sav** to identify the radar station). The radar station has an effective detection range of 120 nautical miles (222km), making any surface approach a dangerous prospect.

Only 10% of those occupying Ritscher Station are from Black Sun: the remainder of forces stationed there are from the *Kriegsmarines*, *Heer*, or *Waffen-SS*.

Behind the heavy curtain, the station is lit by great arc lamps mounted in gantries in the ceiling that flood the cavern with a cold blue light. The walls and ceiling of the natural cavern are a maze of power conduits and steel walkways from where Black Sun guards monitor the activities below them, always alert for signs of intrusion. As the war turns further against them, with every new dispatch they receive from Europe their paranoia and mistrust increase.

The patrolling guards have sight across the entire fissure and are able to pour fire down onto any intruders.

Cth Any attempt to sneak around the base under their watchful eyes is automatically a *Difficult* check.

Sav Any attempts to sneak around the base results in a Stealth test against the guards' Notice (a d6 group roll).

Failure indicates that the investigator has been spotted by 1D3 of the guards above them who will raise the alarm before engaging in combat.

The guards are equivalent to German Infantry Soldiers (Regular), described on KG, p.32, though they are armed with *Sturmgewehr 44* battle rifles (Rifle, 60%, 2D6+2, 90 yds., 1/round **Cth** / Damage 2d8-1, RoF 3, Range 24/48/96, Shots 30, Min Str d6, AP 2, Auto **Sav**), described on KG, pp.142 and 152/153.

Running down the centre of the fissure is a channel of relatively warm water fed by the tunnels leading into the Antarctic interior. The channel itself has been dredged to enable submarines to enter the fissure submerged if need be and its banks are reinforced by concrete and steel docks enabling cargo to be unloaded. The docks are massive and can easily berth up to four merchant vessels or transport submarines while they disgorge their cargo, and possess facilities for all but dry dock repairs.

A Cast of Thousands

Though Ritscher Station is first and foremost a Black Sun base, it is also staffed heavily by non-Black Sun soldiers, technicians, and seamen who handle many of the base's operations and perform much of the labour, as well as man the submarines and E-Boats. These troops are in turn commanded by officers who, while holding considerable rank, do not hold rank within Black Sun. When the investigators and Allied troops storm Ritscher Station, they will encounter a great many German troops who are not a part of Black Sun, whose members are among the elite, making up less than 10% of the overall base's inhabitants. The remaining 90% of Germans within the base are from the *Kriegsmarines*, *Heer*, or *Waffen-SS*.

When in need of German forces in Ritscher Station, the Keeper should use the following, found on pp.32-38 of the *Keeper's Guide*: Infantry Soldier (Regular), Infantry Officer (Regular), *Panzergranadier* (Regular), *Gebirgsjäger* (Veteran), and *Waffen-SS* (Veteran). All of these will have the additional skills of Drive Tracked 25% and Showshoe 35% (described on p.104) **Cth** / the Antarctic Trained Edge, described on p.105 **Sav**. Additionally, the following write-ups describe other types of German military personnel that can be encountered within Ritscher Station, who are neither associated with Black Sun nor classified as combatants.

ENGINEER (REGULAR)

Cth STR 13 DEX 14 INT 14 CON 14
SIZ 13 APP 12 POW 12 EDU 16
SAN 60 Hit Points: 14

Damage Bonus: +1D4.

Skills: Aeronautical Systems 30%, Close Combat 25%, Combat Engineer 25%, Craft 25%, Dodge 30%, Drive 30%, Electrical Repair 75%, Jury Rig 55%, Library Use 35%, Listen 40%, Locksmith 25%, Mechanical Repair 30%, Operate Heavy Machine 25%, Physics 25%, Spot Hidden 50%, Throw 35%.

Language Skills: Own Language (German) 70%, Other Language (English or French) 25%.

Weapons: *Luger P08 7.65mm* (Handgun) 40%, damage 1D8, attacks 3/1, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d4.

Skills: Driving d6, Fighting d6, Knowledge (English or French) d4, Lockpicking d4, Notice d6, Repair d8, Shooting d4, Survival d4, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Sanity:** 4.

Edges: Antarctic Trained.

Gear: *Luger P08 7.65mm* (12/24/48, 2d6-1, Shots 7, Semi-Auto).

KRIEGSMARINE SEAMAN (REGULAR)

Cth

STR 13 DEX 14 INT 13 CON 15
SIZ 12 APP 13 POW 11 EDU 13
SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 15%, Climb 50%, Close Combat 50%, Damage Control 30%, Dodge 40%, Electrical Repair 25%, First Aid 35%, Heavy Weapons 30%, Hide 35%, Jury Rig 45%, Listen 60%, Mechanical Repair 30%, Navigate 35%, Pilot (Submarine or E-Boat) 40%, Radio Operator 35% or Radio Operator (Sonar) 35%, Spot Hidden 45%, Swim 35%, Torpedo 35%.

Language Skills: Own Language (German) 65%.

Weapons: Heavy Tool (Close Combat) 50%, damage 1D6+db, attacks 1.

Karabiner 98k (Rifle) 45%, damage 2D6+4, attacks 1/2, base range 110 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8.

Skills: Boating d6, Climbing d4, Fighting d6, Knowledge (Communications) d6, Knowledge (Gunnery) d4, Notice d6, Repair d8, Shooting d4, Stealth d4, Survival d4, Swimming d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 4.

Edges: Antarctic Trained.

Gear: Heavy Tool (Damage Str+d6), Karabiner 98k (Damage 2d8, RoF 1, 24/48/96, Shots 30, Min Str d6, AP2, Snapfire).

KRIEGSMARINE OFFICER (VETERAN)

Cth

STR 13 DEX 14 INT 13 CON 14
SIZ 12 APP 12 POW 12 EDU 14
SAN 60 Hit Points: 13

Damage Bonus: +1D4.

Skills: Artillery 35%, Climb 55%, Close Combat 60%, Command 25%, Damage Control 35%, Dodge 50%, Electrical Repair 35%, First Aid 40%, Heavy Weapons 40%, Hide 35%, Jury Rig 45%, Listen 65%, Mechanical Repair 40%, Navigate 35%, Pilot (Submarine or E-Boat) 50%, Radio Operator 45% or Radio Operator (Sonar) 45%, Spot Hidden 55%, Swim 55%, Tactics 25%, Torpedo 55%.

Language Skills: Own Language (German) 70%.

Weapons: Luger P08 7.65mm (Handgun) 50%, damage 1D8, attacks 3/1, base range 15 yds.

Kampfmesser 42 Knife (Close Combat) 60%, damage 1D4+2+db, attacks 1/1.

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Boating d8, Climbing d4, Fighting d6, Healing d6, Knowledge (Communications) d6, Knowledge (Gunnery) d4, Knowledge (Navigation) d6, Notice d6, Repair d8, Shooting d4, Stealth d4, Survival d4, Swimming d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor.

Edges: Command, Antarctic Trained.

Gear: P08 Luger Handgun (12/24/48, 2d6-1, Shots 7, Semi-Auto), Kampfmesser 42 Knife (Str+d4).

MECHANIC (REGULAR)

Cth

STR 14 DEX 14 INT 12 CON 15
SIZ 14 APP 12 POW 10 EDU 11
SAN 50 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 40%, Cold-Weather Vehicle Maintenance 50%, Damage Control 40%, Dodge 35%, Drive 40%, Drive Tracked 25%, Electrical Repair 35%, Jury Rig 30%, Listen 60%, Mechanical Repair 70%, Operate Heavy Machine 50%, Pilot (Submarine or E-Boat) 20%, Scrounge 25%, Spot Hidden 50%, Throw 35%.

Language Skills: Own Language (German) 55%.

Weapons: Heavy Tool (Close Combat) 40%, damage 1D6+db, attacks 1.

Karabiner 98k (Rifle) 35%, damage 2D6+4, attacks 1/2, base range 110 yds.

Sav

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6.

Skills: Boating d4, Fighting d4, Climbing d6, Knowledge (Communications) d6, Notice d6, Repair d8, Shooting d4, Swimming d6, Throwing d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 4.

Edges: Antarctic Trained.

Gear: Heavy Tool (Damage Str+d6), Karabiner 98k (Damage 2d8, RoF 1, 24/48/96, Shots 30, Min Str d6, AP2, Snapfire).

NICHTKÄMPFERIN (NON-COMBATANT) (REGULAR)

Cth

STR 10 DEX 14 INT 13 CON 13
SIZ 10 APP 15 POW 13 EDU 14
SAN 65 Hit Points: 12

Damage Bonus: none.

Skills: Dodge 35%, Fast Talk 25%, Hide 35%, Library Use 45%, Listen 60%, Spot Hidden 50%, and two of the following: Accounting 50%, Craft (various) 50%, First Aid 50%, Institutional Lore 30%, Medicine 35%, Photo-Interpretation 25%, Radio Operator 50%, Surgery 25%, Telephony 50%.

Language Skills: Own Language (German) 75%, Other Language (pick one: English, French, Russian, Polish, Czech, etc.) 40%.

Weapons: *Fist (Fist)* 50%, damage 1D3+db, attacks 1/1.

Improvised Weapon (Close Combat) 25%, damage variable+db, attacks 1/1.

Walther PPK (Handgun) 25%, damage 1D8, attacks 3/1, base range 10 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Skills: Investigation d4, Knowledge (Craft) d6, Knowledge (one non-German language) d8, Notice d6, Persuasion d4, Shooting d4.

Charisma: +1; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Improvised Weapon* (Str+d4, -1 Fighting), *Walther PPK* (10/20/40, 2d6-1, Shots 7, Semi-Auto), coveralls and insulated jacket.

FLIEGER (PILOT)

Gth STR 14 DEX 16 INT 14 CON 14
SIZ 12 APP 13 POW 13 EDU 15
SAN 65 Hit Points: 13

Damage Bonus: +1D4.

Skills: Aeronautical Systems 50%, Astronomy 25%, Climb 50%, Close Combat 45%, Cold-Weather Vehicle Maintenance 35%, Combat Engineer 35%, Dodge 50%, Drive 50%, Electrical Repair 25%, Fieldcraft 25%, First Aid 40%, Jury Rig 55%, Listen 40%, Mechanical Repair 35%, Navigate 60%, Operate Heavy Machine 25%, Parachute 50%, Pilot (Various) 65%, Radio Operator 35%, Sneak 35%, Spot Hidden 70%, Survival 25%, Throw 35%.

Language Skills: Own Language (German) 70%, Other Language (English or French) 30%.

Weapons: *Walther P38* (Handgun) 50%, damage 1D10, attacks 2/1, base range 15 yds.

Luftwaffe Flight Utility Knife (Close Combat) 45%, damage 1D4+db, attacks 1/1.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d4, Fighting d6, Healing d4, Knowledge (English or French) d6, Knowledge (German) d10, Notice d6, Persuasion d4, Piloting d8, Repair d6, Shooting d6, Stealth d4, Survival d6.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges: Antarctic Trained.

Gear: *Walther PPK* (10/20/40, 2d6-1, Shots 7, Semi-Auto), coveralls and insulated jacket, *Luftwaffe Flight Utility Knife* (Str+d4).

SCIENTIST (REGULAR)

Gth STR 12 DEX 13 INT 15 CON 13
SIZ 12 APP 12 POW 12 EDU 16
SAN 60 Hit Points: 13

Damage Bonus: +1D4.

Skills: Dodge 35%, Electrical Repair 45%, First Aid 50%, Forensics 25%, Hide 40%, Library Use 50%, Listen 50%, Spot Hidden 50%, and two of the following: Biology 50%, Chemistry 50%, Geology 50%, Medicine 50%, Meteorology 50%, Natural History 50%, Physics 50%, Surgery 50%.

Language Skills: Own Language (German) 80%, Other Language (English) 30%, Other Language (French) 25%.

Weapons: *Luger P08 7.65mm* (Handgun) 40%, damage 1D8, attacks 3/1, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Skills: Fighting d4, Healing d6, Investigation d6, Knowledge (Communications) d6, Knowledge (English) d6, Knowledge (Science) d6, Notice d6, Repair d8, Shooting d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5.

Edges: Antarctic Trained.

Gear: *P08 Luger 7.65mm Handgun* (12/24/48, 2d6-1, Shots 7, Semi-Auto).

TECHNICIAN (REGULAR)

Gth STR 12 DEX 14 INT 14 CON 14
SIZ 13 APP 12 POW 11 EDU 14
SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Comptography 50%, Cryptography 35%, Dodge 35%, Electrical Repair 50%, Hide 35%, Jury Rig 45%, Listen 50%, Mechanical Repair 50%, radio

Operator 50%, Spot Hidden 45%, Telephony 50%.

Language Skills: Own Language (German) 70%, Other Language (English) 25%.

Weapons: Luger P08 7.65mm (Handgun) 40%, damage 1D8, attacks 3/1, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d6.

Skills: Boating d4, Fighting d4, Knowledge (Cryptography) d6, Knowledge (Communications) d6, Knowledge (English) d4, Notice d6, Repair d8, Shooting d4, Throwing d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 4.

Edges: Antarctic Trained.

Gear: P08 Luger 7.65mm Handgun (12/24/48, 2d6-1, Shots 7, Semi-Auto).

Der Kommandant

The man in charge of Ritscher Station is *Kommandant* Armin Thaler, a Black Sun Master, and an ambitious and experienced former SS officer elevated into a position of authority within Black Sun. Ruthless enough to recognise the state of the Third Reich and its imminent demise, Thaler pulled strings and bullied his way into being assigned command over the Antarctic base. He reasoned that when Germany fell, as it certainly would, he would like to be in an elevated position of authority as far as possible from the Fatherland. He suspected that Black Sun would retreat into the Dreamlands, making their portal to Ritscher Station that much more valuable.

Should Ritscher Station be endangered, he will attempt to retreat through the portal to Wewelsburg II, or in desperation, across the Antarctic ice to *Luftflotte Antarktika* in one of the base's motorised vehicles, riding double on a *Schnee-Koloss*, or even on skis. Deprived of any of those options, he will surrender and make whatever bargain is best for him, but will contrive to turn the table on his captors as soon as it is to his advantage.

Der Kommandant Thaler is black-haired, slender with a slight potbelly, has a receding hairline, and wears glasses. He wears an SS uniform with a Black Sun insignia, decorated with a variety of medals and pins displaying his many military victories and commendations. Thaler is equivalent in rank to a Black Sun Master (as described on pp.93-94 of the *Keeper's Guide*) and has the following statistics:

Cth STR 13 DEX 12 INT 15 CON 14
SIZ 13 APP 12 POW 17 EDU 15
SAN n/a Hit Points: 14

Damage Bonus: +1D4.



Skills: Archaeology 60%, Close Combat 50%, Command 50%, Cthulhu Mythos 15%, Dodge 35%, Dream Lore 28%, Dreaming 30%, Drive (Automobile) 40%, Elder Things Lore 10% (see p.173), First Aid 35%, History 75%, Institutional Lore 50%, Listen 50%, Military Doctrine 35%, Occult 60%, Persuade 50%, Psychology 30%, Spot Hidden 45%, Survival 50%, Tactics 35%.

Language Skills: Own Language (German) 80%, Other Language (English) 50%, Other Language (French) 60%, Other Language (Latin) 35%.

Weapons: Walther PPK Pistol (Handgun) 50%, damage 1D8, attacks 3/1, base range 15 yds.

Black Sun Degen (Close Combat) 50%, damage 1D8+2+db, attacks 1/1, base range touch.

Spells: Cloud Memory, Consume Likeness, Deflect Harm, Elder Sign, Reach, Summon/Bind Nightgaunt.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Dreaming d6, Driving d6, Fighting d8, Healing d6, Intimidation d8, Knowledge (Archaeology) d8, Knowledge (Elder Things) d4, Knowledge (English) d8, Knowledge (French) d8, Knowledge (History) d10, Knowledge (Latin) d6, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d6, Persuasion d8, Notice d8, Shooting d6, Survival d8, Taunt d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 8; **Sanity:** Insane.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (Black Sun).

Edges: Command, Dodge, Killer Instinct, Strong Willed.

Gear: *Black Sun Degen* (see below), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

Special Abilities

- **Black Sun Degen:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** If a Master draws blood with his sabre, he may attempt an opposed Vigor roll against the target. If successful, any wounds he may have are healed on a 1-1 basis. If he has no wounds, or only shook his foe, then he gains the Hardy Special Ability (see *Savage Worlds*). This ability can only be used once, but can be stacked multiple times.
- **Insane:** Masters are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from Wounds. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Masters can cast *cloud memory*, *consume likeness*, *deflect harm*, *elder sign*, *reach*, *summon/bind nightgaunt*.

The Curtain

Constructed from a framework of steel cables and heavy canvas and bleached to resemble the icy rock cliffs that surround it, the curtain is controlled mechanically from the Command Centre and can be slowly raised to permit entry to the fissure by surface vessels.

The diesel winches that raise and lower the curtain are secured within the rock face to either side of the entrance, connected to one another by a gantry strung between the cliffs. This gantry is manned by four soldiers, stationed in the winch rooms, and communicated with via telephone from the Command Centre. The soldiers stationed here are equivalent to German Infantry Soldiers (Regular), described on p.32 of the *Keeper's Guide*, and are armed with *Sturmgewehr 44* battle rifles (Rifle, 60%, 2D6+2, 90 yds., 1/round **C_{th}** / Damage 2d8-1, RoF 3, Range 24/48/96, Shots 30, Min Str d6, AP 2, Auto **S_{av}**), described on pp.142 and 152/153 of the *Keeper's Guide*).

Raising or lowering the curtain to permit ships to pass takes approximately ten minutes and requires a successful Easy Mechanical Repair roll **C_{th}** / Repair (+2) test **S_{av}**. Disabling the curtain can be accomplished with a successful roll of Mechanical Repair or Sabotage **C_{th}** / Repair test **S_{av}**, or for the more direct approach, Demolitions **C_{th}** / Knowledge (Demolitions) **S_{av}**. The curtain itself is not overly resilient and the canvas can be readily destroyed, with the gaps in the chain framework being wide enough to permit an average-sized human to slip through.

Gun Emplacement

The station's main defences consist of the previously mentioned *Adolfkanone*, two huge 40.6cm SK C/34 naval guns. Each weighing over 1,400 metric tons and bearing 20m-long barrels, these massive cannons are capable of striking targets over 35 miles (56km) away and shake the cliffs themselves each time they fire. Embedded in a reinforced concrete bunker looking out over the water, the main gunnery chamber is kept in darkness to prevent Allied vessels from spotting the emplacement, making any attempt at doing so *Difficult C_{th}* / Notice (-2) test **S_{av}**. Much of the emplacement is dedicated to hoists and conveyors for lifting the huge 1,400kg

From here, the tattered remnants of Germany's U-boat fleet are directed around the globe and into the icy black heart of Antarctica.

shells from their magazine buried deep beneath the emplacement, and to the complex sighting and trajectory-computing machinery required to fire the weapons. The two guns are capable of firing once every two minutes, and their massive shells are more than capable of shattering the hull of even the largest Allied vessel. Damage for these should be considered "Special" as described in "Rolling the Bones" on p.121 of the *Keeper's Guide*. The crew for the guns are equivalent to German Infantry Soldiers (Regular).

Lookouts are maintained in the emplacement around the clock, scanning the horizon for both friendly shipping and the inevitable arrival of the Allies and can call the gun crews to action in less than eight minutes. Like the gun crews, the lookouts are German Infantry Soldiers (Regular), armed with *Sturmgewehr 44* battle rifles, described on p.32 of the KG.

E-Boat Docks

Hidden behind a camouflaged curtain similar to that disguising the main entrance to the station, these small docks conceal three E-Boats armed with torpedoes and cannons, and maintained in permanent readiness to slip out into the darkness to engage Allied vessels. Fully equipped to maintain and repair the E-Boats, the docks share their magazine with the gun emplacement above them, accessed through a series of heavy steel blast doors. It requires an Easy Mechanical Repair roll **C_{th}** / Repair (+2) test **S_{av}** to open these doors.

The crew of two E-Boats are kept on standby at all times and can be launched in less than six minutes, while the crew of the third can be rallied to their positions and launch in fifteen minutes to support their sister ships. E-Boats are described on p.127 and p.136 of the *Keeper's Guide*. On hand at all times are several members of the crew, a mix of seamen, technicians, and *Kriegsmarine* officers. See pp.106-109 for descriptions.



If the investigators or Allies arrive while these boats are being boarded, one of the seamen may man the 37mm anti-aircraft guns mounted on the decks of the E-Boats (damage 5D6+shock, attacks 1/2 rounds, base range 300 yds. **Cth** / Range 50/100/200, damage Armor Piercing 4d8, AP 3, RoF 3, Medium Burst Template, Heavy Weapon **Sav**). Attempting to use these weapons against human-sized, ground-based targets requires a *Difficult* Heavy Weapons skill roll **Cth** / Shooting (-2) test **Sav**, though they are devastating if they hit a target.

Command Centre

This complex is the heart of naval operations at Ritscher Station, from where the tattered remnants of Germany's once invincible U-boat fleet are directed in their desperate missions around the globe, and into the black interior of Antarctica. The radio and electronic equipment in the command centre would put even the U-boat facilities at Kiel to shame, which is unsurprising as Black Sun have systematically stripped many of the *Kriegsmarine's* German facilities in order to better equip Ritscher Station.

The main control room is a hive of activity as the remains of the U-boat fleet weave their way beneath the Southern Ocean carrying the last precious assets of the Third Reich. At any given time, the complement of technicians and officers at work here is in the dozens, and based on the situation, *Der Kommandant Thaler* may be present (see p.109). For the personnel, the Keeper should refer to the write-ups of Technicians (Regular) on p.108 of this chapter, and write-ups of the Infantry Officer (Regular), *Waffen-SS* (Veteran) on p.33 and pp.37–38 of the *Keeper's Guide*. Also on hand are likely a handful of Black Sun Novices (pp.94–95 of the *Keeper's Guide*).

Investigators gaining access to this area while it is active may gain an astonishing insight into the workings of Ritscher Station, *Luftflotte Antarktika*, and many other activities of the Third Reich as they occur, through radioed transmissions and signals. If the electronics here are not disabled (which will happen if the base's inhabitants think they will lose against the Allied assault), successful rolls of Comptography, Cryptography, and Radio Operator **Cth** / Knowledge (Communications) and Knowledge (Cryptography) **Sav** will present a wealth of information that, while not of immediate use to the Allied invasion of Antarctica, will be of use in the remaining stretch of the war effort. Naturally, a successful Other Language (German) roll **Cth** / Knowledge (German) test **Sav** is required for understanding any of these transmissions. The Keeper should be the judge of how thorough any information about the Antarctic occupation is, using information gleaned from the rest of this campaign sourcebook as a guide.

Running along the northern edge of the complex is a long observation gallery, blacked out and sealed from the rest of the complex to ensure no light can give away its location.

This gallery, with its thick concrete palisades is high above the cliffs, but could be a potential entrance to the station. Investigators attempting to gain access to the gallery will need to go through the windows, which are thick glass and have 10 HP **Cth** / Toughness 6 **Sav**, or will need to breach one of the exterior doors, requiring Demolitions or a *Difficult* Locksmith roll **Cth** / a Knowledge (Demolitions) test or a Lockpicking (-2) test **Sav**.

Submarine Pens

Buried in the west face of the fissure wall, this huge submarine pen is constructed of poured concrete and reinforced steel. Its three huge pens can accommodate even the largest of the *Kriegsmarine's* transport submarines, and function as dry docks for repairing serious damage. Each pen features an independent gate controlled from a control room situated above the pens, and is isolated from its neighbours by sturdy pressure doors allowing engineers to completely flood the pen in order to test hull integrity.

Beyond the pens are a maze of workshops and stores providing every conceivable tool and part required to keep the U-boats operational. Much of the equipment here has been transferred from Europe, where it could arguably have assisted in the defence of Germany, were it not for the machinations of Black Sun. However, a great deal of the material has Argentinean markings, demonstrating the power of looted Nazi gold can have over supposedly neutral regimes.

At present, all three pens are occupied.

Pen 1 contains a Type XXI *Elektroboot* with the designation U-977. She is currently in dry dock having suffered damage to her diving planes during a traversal of the tunnels to Point 19. Treat this as the standard submarine provided on p.136 of the *Keeper's Guide*.

Pen 2 is occupied by UT-319, one of *Nachtwölfe's* huge transport submarines. She is fully operational and is in the pens for maintenance before continuing her duties. Roughly equivalent to the basic submarine mentioned above, though with 250 HP, and Handling 4 **Cth** / Toughness 24 (0) **Sav**.

Pen 3 contains the twisted hull of U-604, another Type XXI tasked with exploring the inner tunnels beyond Lauf 17. While exploring the tunnels, the vessel was set upon by a swarm of shoggoths dwelling in the long abandoned channel. The captain managed to withdraw from the attack, but was forced to detonate one of his torpedoes far too close to the hull crippling his vessel and consigning twelve of his crew to their deaths in the black waters. As well as the damage caused by the torpedo detonation, the entire vessel is covered in what appear to be burns as though the hull had been immersed in strong acid. It is identical to the XXI listed above, currently with 127 HP out of its normal 250 **Cth** / 2 Wounds **Sav**, but is inoperable, partly in a state of disassembly.

If the investigators and Allies arrive in this area clandestinely, it will be lightly staffed with mechanics and seamen

(see p.107 of this chapter), but if it is visited while the base is under assault, there will be dozens of armed men, ready to defend the submarines as they board them. It takes six rounds for one or two seamen to install the deck gun (Heavy Weapons, damage 2D6+4+shock, attacks 1, base range 50 yds. **Cth** / Range 50/100/200, 3d8, RoF 1, HW **Sav**).

Surface Radar

The radar array perched above the cliffs is the eyes and ears of Ritscher Station and consists of a 10-meter-diameter steel framed geodesic dome, painted white to camouflage it from visual detection. Inside the dome is housed an advanced radar antennae mounted on an electric turntable enabling the device to scan the sea surrounding the base to ranges of up to 120 nautical miles (222km).

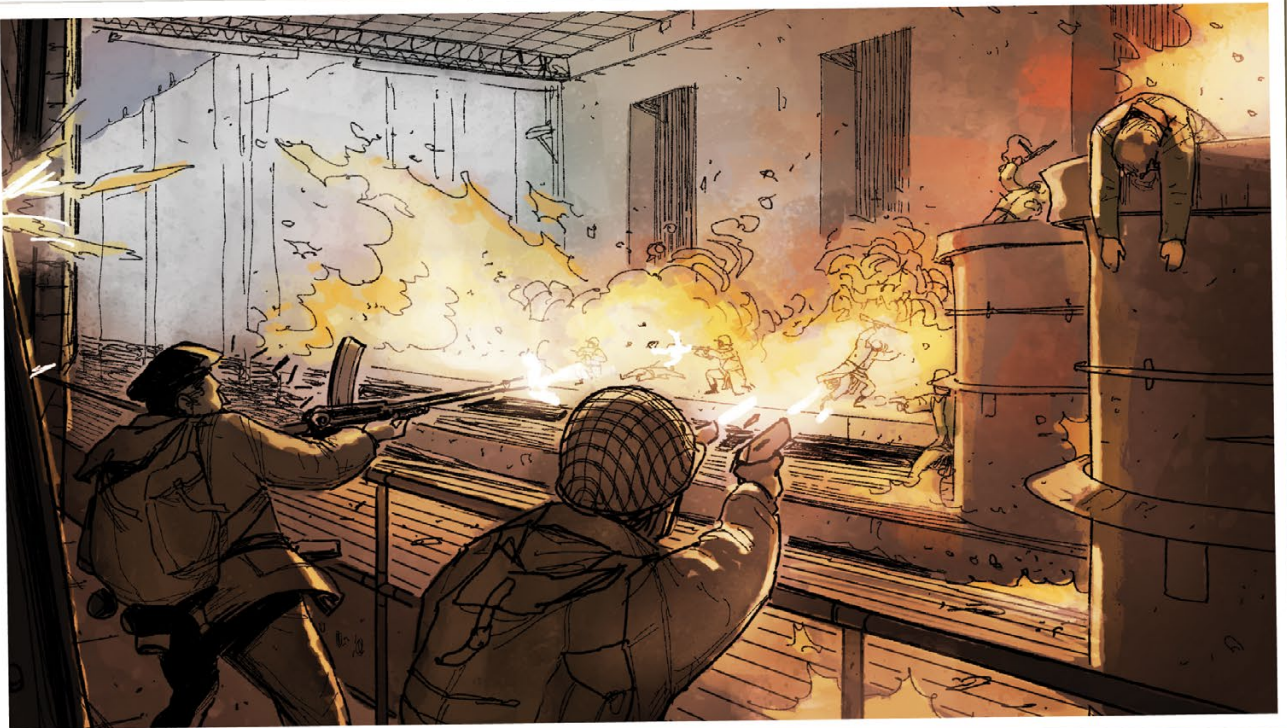
The control room for the radar facility is directly beneath the dome and consists of two rooms containing the oscilloscopes and radio amplification equipment required to interpret the signals and clean them enough to peer through the Antarctic weather. Regular reports are made to the Command Centre by telephone every hour; a system that represents a weakness in the station's defences. A well-executed attack on the radar dish or control room could be enough to allow a team to enter the base undetected, and potentially remain anonymous for up to an hour. A single, secure metal door is the only means in from the surface. It has no exterior locking mechanism, and must be opened from the inside or breached through force. It has 8 points of armour and is able to withstand 40 Hit Points of damage before allowing entry.

Four German technical officers are stationed in this facility at any given time (see Technicians on p.108 of this chapter). They are armed only with Lugers, though a storage locker has two MP38 *Maschinenpistoles* (Submachine Gun, 30% **Cth** / Range 12/24/48, Damage 2d6-1, RoF 3, Shots 32, AP1 Auto **Sav**) and two Kar .98k rifles (Rifle, 30% **Cth** / Damage 2d8, RoF 1, 24/48/96, Shots 30, Min Str d6, AP2, Snapfire **Sav**). Additionally, these technical officers are clad in heavy winter clothing that will provide 1 point of armour protection **Cth** / Adds 1 Armor to their Toughness **Sav**. If an alert is sounded, four guards are assigned to defend the facility, two inside and two outside. These guards are identical to the Infantry Soldiers (Regular) described on p.32 of the *Keeper's Guide*.

Investigators with access to this facility could utilise the systems inside with a successful Radio Operator skill roll **Cth** / Knowledge (Communications) test **Sav**, or could use the Sabotage and Radio Operator skills **Cth** / Repair and Knowledge (Communications) skills **Sav** in tandem to disable the equipment without the reason for the failure being obvious. The Demolitions skill **Cth** / Knowledge (Demolitions) skill **Sav**, while overt, is another way to blind the station electronically.

Medical Facility

Well-equipped and clean, the station's medical facilities are of the highest quality and include surgical theatres, several wards (including an isolation ward) and are stocked with all of the latest supplies and medicines. However, the majority of cases treated here are for hypothermia, frostbite, and depression (the latter on the increase as fatalism regarding the long-term survival of the *Reich* sets in).



Much of the medical facility has been closed down and left unheated to conserve power, and a skeleton staff of two doctors and four nurses take care of day-to-day cases. In an emergency, the facility can field a total of eight doctors, including two surgeons, and twelve nurses. Those not on active duty have been seconded to operations to fulfil clerical and administration roles, except the two surgeons who have been transferred to assist Black Sun in some of their experiments. Under a state of siege, however, the medical facility will be reactivated and the staff reinstated, to be on-hand to treat any injured soldiers. The Keeper should treat the nurses as *Nichtkämpferin* (non-combatants) and the surgeons as Scientists, both described on p.107 of this chapter.

Operations

The heart of ground activities at Ritscher Station, the operations centre combines administration and logistics for all expeditions into the interior, as well as all base affairs such as communications and security. The room itself is fairly impressive, a theatre-style chamber with the “stage” being a full-length window open to the immense rocky cavern that makes up the bulk of the base’s size. Thus, workers are subject to the magnificent view of the Nazi’s foothold at the bottom of the world. A wide stairwell within Operations leads down to the ground level of the cavern.

Much of the Operations block is dedicated to smaller portioned offices and briefing rooms, and despite the fraught state of the Third Reich, still typifies its efficiency and attention to procedures. All actions are verified in triplicate with the typing pool constantly in use even in this distant corner of the Reich, though nerves are beginning to fray and the men and women working here are slowly beginning to show signs of fatigue and nervous exhaustion. The secretarial pool

is all *Nichtkämpferin*, described on p.107 of this chapter. *Der Kommandant* Thaler’s office is in this section of the base, locked securely, though it is unlikely the investigators will visit him while he is keeping office hours.

Access to these records and successful Library Use or Institutional Lore rolls—as well as Other Language (German)—*Cth* / successful Investigation and Knowledge (German) tests *Sav* will provide a wealth of information about the logistics of Ritscher Station and *Luftflotte Antarktika*. However, if an attack on the base looks like it will turn into a rout, the staff is instructed to destroy any and all records they can, to prevent them from being seized and utilised by the Allies. Investigators happening upon this area during the assault may find groups of clerical workers in the midst of burning piles of papers and destroying any other forms of records.

Barracks

Buried in the rock itself, the barracks have been constructed in the vain hope of providing the troops stationed here with at least heat, if not comfort. Organised into a series of large dormitory halls with mess and washing facilities, the barracks provide little luxury for the men billeted within them, but thankfully they are heated and the rock provides some insulation against the biting cold. Officers and enlisted men are accorded separate facilities, but even those rooms designated for the officers are little better and many of the men, despite their loyalty, have begun to envy Black Sun personnel in their ‘luxurious’ quarters on the other side of the base.

The majority of the men are members of the SS, and while fanatical members of the Nazi Party; few have much faith in Black Sun, performing their duties more through fear and a sense of fatalism than any real belief in their magic. At present, the base is home to some six hundred SS. Despite



the optimistic announcements regarding reinforcements, now that the war in Europe is all but over, few of these men expect their number to increase, and cases of depression and alcoholism increase daily.

For these men, the Keeper should use the write-ups for Infantry Soldier (Regular), Infantry Officer (Regular), *Panzergrenadier* (Regular), and a handful of *Gebirgsjäger* (Veteran), described on pp.32–37 of the *Keeper's Guide*, though almost all are part of the *Waffen-SS*. The remainder are normal *Heer* troops: no members of Black Sun bunk with them, though it is entirely possible that a sole Black Sun Novice (*Keeper's Guide*, p.94) has been assigned to bunk alongside the normal troops as an inside ear to provide intelligence to his true masters. A few *Nichtkämpferin* (described on p.107 of this chapter) may be assigned here as kitchen staff, janitors, or in other menial roles.

Guard House

The Guard House functions as the station's main armoury and base of operations for troops assigned to station security details. Much of the featureless concrete structure is dedicated to storing infantry weapons and equipment for those troops unfortunate enough to be assigned to patrol outside the base in the freezing blizzards that plague the coastline. When not on patrol, these men can be found in the guard-house huddling around the stove in the ready room desperate to thaw their frozen bones before their next patrol.

The remainder of the guardhouse consists of offices and interrogation rooms though these are seldom used. Any unwanted guests are usually invited to discuss their presence with Black Sun rather than the SS. These guards will be standard Infantry Soldiers (Regular) as described on p.32 of the *Keeper's Guide*. At any given time there will be at least half a dozen men trying to warm themselves in this area, more so if the base is at a heightened state of alert.

Docks

The docks are dominated by four motorised steel cranes and numerous cargo trucks used to ferry materials from the U-boats to the warehouses. Stacks of crates and pallets sit in neat rows beside the docks as the quartermasters oversee the unloading of cargo ranging from food and raw materials to vehicles and even the massive hulks of Tiger tanks from the largest of the transport submarines.

The docks are well-illuminated by the arc lamps in the overhead gantries, making any attempts to sneak through them *Difficult* **Cth** / incur a –2 penalty to Stealth tests **S^{av}**, and the constant activity of men and machines makes them a dangerous place for unauthorised personnel. Security is tight, with regular patrols around the area, and any unidentified individuals will be scrutinised carefully by the guards. Guards patrol in pairs, and are equivalent to German Infantry Soldiers (Regular), described in the *Keeper's Guide*, p.32.

Currently only one transport submarine is docked, the UT-113 carrying a cargo of machine parts and food for the rapidly expanding base. While the cargo is unloaded, crewmen are busy repairing minor damage to the hull and ensuring all is ready for their next perilous journey. The remainder of the personnel in this area are *Kriegsmarine* Seamen, Engineers, and Mechanics, described on pp.106–107 of this chapter.

Workshops

Antarctica is hostile not only to life, but also to technology, and the workshops are kept permanently busy unfreezing equipment and ensuring weaponry remains in working order. In addition to their maintenance duties, the engineers and technicians are tasked with developing solutions for problems encountered in the tunnels, though unlike their *Nachtwölfe* counterparts, Black Sun's technical expertise is mostly restricted to adapting existing equipment rather than developing new technology to aid them.

Despite their disadvantage compared to *Nachtwölfe*'s capabilities, Black Sun have collected a number of devices and artefacts from the tunnels and further into the Elder City and are now examining them in the workshop for possible adaptation. The artefacts (whose purpose is unknown) include several intact, glyph-carved, star-shaped, soap-stones, a sensory augments, a resection device, a resonant field manipulator (described on p.320), an elder thing staff and a tainted elder thing crystal (see p.185 and 187 of the *Keeper's Guide*) and a number of “normal” elder thing crystals (described in *Call of Cthulhu, Sixth Edition*, p.176 **Cth** / these Elder thing crystals store dice increases of Knowledge (Mythos) for a one-time temporary use. A caster with access to a crystal can increase his Knowledge (Mythos) die for up to the number of dice increases stored in the crystal before rolling to cast a spell. The dice increases used from the crystal are permanently lost. If unsure about the number of Knowledge (Mythos) dice increases stored in a typical crystal, assume two **S^{av}**).

These artefacts are each upon tables surrounded by a variety of medical and scientific instruments, where they are in the midst of being exhaustively catalogued and measured, to assess the secrets of their workings and to determine if they can be utilised in the service of Black Sun. A small bin contains damaged, broken, and inert star-shaped stones and crystals, burnt out by Black Sun scientists' experimentation. In the event of an attack (most likely) the artefacts will be secured in a large metal safe.

The personnel in this area are inevitably Scientists, Technicians, and/or *Nichtkämpferin* (see pp.107–108 of this chapter), though at least two of these present will be Black Sun Novices, presented on p.94 of the *Keeper's Guide*. The specialists in this area also have the skill Elder Thing Lore at 25% **Cth** / Knowledge (Elder Thing) d6 **S^{av}**, explained on p.173.

Vehicle Hangars

The vehicle hangars, almost as vast as the warehouses, contain the station's ever-growing armoured contingent. Despite *Nachtwölfe*'s dominance in technology, Black Sun is still able to field an impressive array of vehicles ranging from modified halftracks and trucks to tanks and assault guns. If statistics are required, the Keeper should consult pp.117–118 and 129–130 of the *Keeper's Guide* for vehicle descriptions and statistics: among the vehicles present are the Opel Blitz Truck, the *Panzer* III and IV, the *Sturmgeschütz* (StuG), the SD. KFZ. 2, and the SD.KFZ. 251. Several *Panzer* VI Panthers and VII Tigers are in the hangar, but are still in the process of being adapted for cold-weather use. Additional vehicles include a dozen Canadian-made Bombardier-brand snowmobiles and a handful of captured Soviet *Aerosani* NKL-26 assault snowmobiles. Of special note are two of the heavier ASD-400 battle sleds, each partially assembled, with one being used for spare parts to restore the other. Write-ups of these new vehicles appear on p.136–143.

The hangars are a constant hive of activity, with dozens of engineers and mechanics swarming around the vehicles in order to maintain them in the hostile temperatures and conditions found here (see pp.106–109 of this chapter for their write-ups). Of particular importance are the StuG III Assault Guns, now converted to flamethrower tanks (treat as

if they are equipped with a *Flammenwerfer* (FmW) 41, from p.154 of the *Keeper's Guide*). These are used to clear the ice and snow from building up around the gates and approaches to the station.

In the event of a siege on the vehicle hangars, one of the mechanics or soldiers is liable to leap into one of these vehicles and attempt to use the flamethrower to keep Allied soldiers at bay (Heavy Weapons, damage 2D6+shock, base range 34 yds., attacks 1/1 *Cth* / (Cone Template, 2d10 Damage, ignores armour *Sav*), while others might man the antipersonnel weapons found on any of the other vehicles, while others would take cover inside them or between them. The rows of armoured vehicles, suspended engines and vehicle parts, garage machinery, and the vast array of heavy and hand tools will make this area especially dangerous for anyone attempting to seize control over it.

Snow Colossus Pens

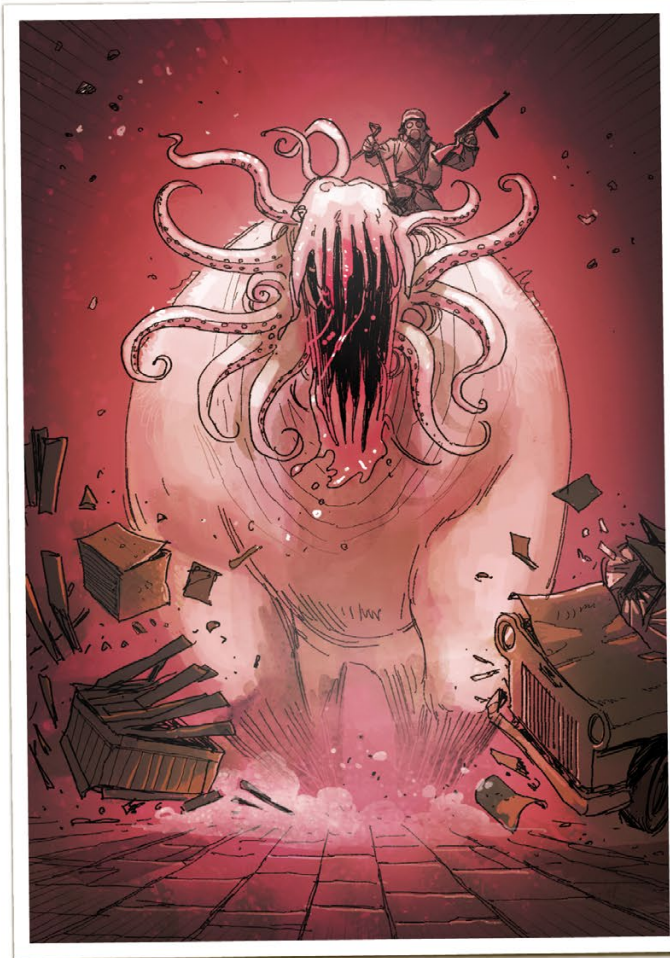
Placed strategically beyond the main gate from the base to the surface, the pens are secured behind a heavy steel portcullis controlled from the outside wall. Inside, the twelve concrete pens are arranged around a central stable containing harness and saddles for the monstrous *Schnee-Koloss* ("Snow Colossi") that Black Sun employ as mounts while ranging the base. These creatures are described fully on p.362. The strangely metallic stench emanating from the pens should be clear evidence of their diet, and close investigation of the detritus littering the floor of the pens will reveal some horribly familiar-looking bones. In addition to humans, the creatures are fed an immense amount of whale and seal meat hunted by the denizens of Ritscher Station to keep the creatures pacified.

Black Sun soldiers patrol the surface immediately surrounding Ritscher Station using these horrors as mounts, usually in pairs. They have been trained to avoid the minefields along the shoreline, and will not venture into those areas, even if loose.

At any time, investigators exploring the pens can expect to encounter up to ten of the beasts within their cages and a handful of their riders and tenders. These men, called *Kolossreiters* ("colossus-riders"), are dedicated to these strange and fearsome beasts, each favouring a particular one and giving it a fierce nickname. They are equipped with long, lance-like electric goads that they use to steer the beasts with, and keep their machine guns and Black Sun Degens in heated panniers on the beasts' saddles.

*It is a mercy that these snow monsters
cannot survive outside polar climates,
otherwise the Black Sun would be
riding them all across Europe!*

-Peggy



KRIEGSMARINE KOLOSSREITER (ELITE)

Cth

STR 14 DEX 14 INT 14 CON 16
SIZ 13 APP 12 POW 13 EDU 14
SAN 41 Hit Points: 15

Damage Bonus: +1D4.

Armour: 2 points of heavy arctic clothing, and layered sealskin.

Skills: Climb 60%, Close Combat 60%, Dodge 40%, Fieldcraft 25%, First Aid 35%, Heavy Weapons 50%, Hide 35%, Jump 40%, Listen 60%, Navigate 25%, Ride 75%, Rope Use 35%, Ski 40%, Snow-Shoe 35%, Spot Hidden 55%, Survival 50%, Throw 55%, Track 50%.

Language Skills: Own Language (German) 70%, Other Language (English) 25%.

Weapons: *Electric Goad* (Close Combat) 50%, damage 1D8+stun, attacks 1/1, range touch.

Maschinengewehr 42 (Heavy Weapons) 50%, damage 2D6+4, attacks 1 or burst, base range 120 yds.

Luger P08 7.65mm (Handgun) 60%, damage 1D8, attacks 3/1, base range 15 yds.

StG24 Splitterring (Grenade) 55%, damage 5D6/4yds., attacks 1/1, base range 36 yds.

Black Sun Degen (Sword) 50%, damage 1D8+2+db+special (see the *Keeper's Guide*, p.144), attacks 1/1.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Healing d6, Intimidation d8, Knowledge (Artillery) d8, Knowledge (English) d4, Knowledge (Navigation) d4, Notice d6, Persuasion d6, Riding d10, Shooting d8, Stealth d6, Survival d6, Taunt d6, Tracking d6, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1); **Sanity:** 4.

Hindrances: Fanatic, Mean, Vow (Black Sun).

Edges: Combat Reflexes, Antarctic Trained.

Gear: *Heavy arctic clothing layered with sealskin (+1)* *Black Sun Degen* (see below), *Electric Goad* (Str+d8, Parry +1, Reach 1, can only inflict a shaken result), *Maschinengewehr 42* (Damage 2d8, RoF 3, 30/60/120, 50 shots, Min Str d8, Ap2, Auto, Snapfire), *P08 Luger Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto), *StG24 Splitterring* (Grenade) (Damage 3d6-2 LBT, Range 5/10/20), *Electric Goad* (Str+d8, Reach 1).

Special Abilities

- **Black Sun Degen:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty

lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.

Gate to the Surface

Standing 12ft (4m) tall and constructed of steel plates 8in (20cm) thick, the main gates to the Station are designed to withstand direct fire from tank guns and attacks from whatever else may be lurking in the icy wastes beyond. The gate is permanently manned with two quad *Mausers* MG152/20 20x82mm cannon emplacements positioned above and to either side of the main gates, able to rain fire down upon anyone or anything foolish enough to storm the approach that inclines gently down from the surface to the gates over a distance of 200 yards (183m). Two guards man these: each equivalent to German Infantry Soldiers (Regular) from p.32 of the *Keeper's Guide*, with the cannons described on p.152 of the same source.

Though Black Sun fears the things trapped within their vault, they are afraid of Allied judgment even more.

The gates themselves are mechanically driven and opened from a small control room inside the perimeter of the base. The gates weigh several hundred tonnes each and are impossible to open from outside the base. Activating one of these would require a successful *Easy Operate Heavy Machinery* roll **Cth** / Smarts (+2) test **Sav** to bring the gates up or down, and a *Mechanical Repair* **Cth** / Repair test **Sav** to undo any sabotage that may have been done to keep them closed. A successful *Sabotage* roll **Cth** / Repair test **Sav** by an investigator will jam them open for the Allied forces to use as an entrance into the station.

Power Plant

Two steam turbines, driven by heat from geothermal vents in the fissure floor, provide power for the station, allowing the base a relative measure of self-sufficiency so far from supply lines. In addition, the base has two diesel-powered backup generators, activated when either of the steam turbines needs to be taken offline for maintenance.

The two massive turbines are maintained by a dedicated crew of at least a dozen engineers (see p.106 of this chapter). Without their efforts, the base would die within days as temperatures dropped well below the freezing point. Unsurprisingly, due to the critical nature of the base's power supply, this facility is permanently guarded and patrolled by a squad of Black Sun infantrymen, equivalent to *Brandenburger* (Elite) from p.37 of the *Keeper's Guide* (all wearing Black Sun uniforms).

A successful Sabotage roll can disable these, or an Easy Electrical Repair roll will get them shut down and disabled enough to make it no easy task to re-activate **Cth** / A Repair test can achieve either objective **Sav**. Crippling the turbines (and the backup generators) will send the entire station into a panic, with the lights going out and the centralised heating system sputtering to a stop. Alarm klaxons will sound, and several emergency teams of engineers and additional reinforcements will immediately be dispatched to get the turbines running again.

Warehouses

Hundreds of tons of supplies and equipment are required to keep the base functioning, and these three huge warehouses dominate the dockside, receiving cargo as it is unloaded from the constant stream of U-boats that dock here. The range of materials kept in these warehouses is staggering, and investigators can expect to find virtually any piece of equipment they can name within them, assuming, of course, that they are prepared to spend hours attempting to decipher the German packing schedules, an effort requiring successful Language (German) rolls **Cth** / Knowledge (German) tests **Sav** and potentially an Institutional Lore roll **Cth** / Investigation test **Sav** to crack the inscrutable *Heer* inventory methodology. Should the Allies assume control over Ritscher Station, they will find an invaluable supply dump here, with enough resources to sustain a prolonged effort against the Germans for additional months, if need be.

As well as equipment and general supplies, Black Sun have accumulated a surprising amount of looted gold, treasure and works of art from across Europe all of which is now stored in the warehouses until they determine its final destination. Any investigator with a high rating in (or a successful roll of) the Art skill **Cth** / who makes a successful Common Knowledge (–2) test **Sav** may recognise some of the pieces and realise the potential value of such a haul.

The majority of workers in the warehouse area are several dozen of the ever-present German Infantry Soldiers (Regular), described on p.32 of the *Keeper's Guide*. While on warehouse duty, they will likely be unarmed and will fight back with improvised weaponry or begin breaking open crates and unpacking brand new weaponry of all manner of shape and size.

Fuel Tanks

Thanks to the ingenuity of *Nachtwölfe*, the Nazis have developed a mechanism to ensure the continued operation of their war machines despite sub-zero temperatures that would otherwise freeze the fuel in their tanks. These three mammoth fuel tanks—double insulated against the cold and armour-plated to prevent disaster—provide life to both Ritscher Station and its *Nachtwölfe* counterpart *Luftflotte Antarktika*.

Precisely what *Nachtwölfe* have added to the fuel to allow it to perform at temperatures as low as –110°F (–80°C) is a closely guarded secret, kept even from Black Sun. As a result, *Nachtwölfe* personnel manage and maintain the fuel station much to the fury of Black Sun, who consider their presence an insult after the betrayal that led to their formation. Their security is incredibly tight, even more so than the remainder of the station, with a platoon of elite *Nachtwölfe* troops assigned to guard the tanks and the control station both from Allied attacks and from any Black Sun plans to cut off the fuel supply to *Luftflotte Antarktika*.

There are forty-eight men in this *Nachtwölfe* platoon, each equivalent to a *Brandenburger* (Elite) described on p.37 of the *Keeper's Guide*. They are led by a *Nachtwölfe* Stalker (*Keeper's Guide*, p.109) who serves as the *Kompanieoffizier* (“company officer”), armed with a *Jagdwehr StGw43A* (Assault Rifle) rather than a *Flammenwerfer*. At most times at least a dozen men are on duty, defending the tanks. Each man is utterly dedicated to the cause, and will defend the fuel tanks to the death, doing anything to prevent the fuel supply from being taken by the enemy: whether Black Sun or the Allies.

If it becomes apparent that the base is lost and the fuel tanks will fall into the enemy's hands, they will prepare to ignite the fuel and cause the entire section of the base to go up in flames. Such an explosion would be catastrophic, utterly destroying the area near the fuel tanks, crippling the power plant, and likely setting the warehouses on fire.

Cth Damage for this explosion would be roughly 21D6, reducing by 1D6 every 3 yards (3m) away from the blast, spraying the area with fuel. This has a chance of setting any target within range afire equal to 5× the Hit Points of damage suffered (thus an investigator suffering 7 Hit Points of damage has a 35% chance of being set aflame). The Keeper should consult the spot rules on explosions and fire on p.57 of *Call of Cthulhu, Sixth Edition*.

Sav Damage for this explosion is 6d10 in a Large Burst Template. Anyone outside the template but within 60 yards (55m) of the explosion must make an Agility roll or be hit by flaming debris for 2d6 damage and a 1-in-6 chance of catching fire.

Black Sun Sanctum

Its main doors permanently guarded by members of *der Toten*, Weissler's personal guard and assassins, Black Sun's private sanctum is surprisingly small considering the importance of this base to their plans. Aside from holding areas and waiting rooms where Black Sun members congregate to be briefed on their next task by their Master, *Kommandant* Thaler, the sanctum is dominated by the great hall. This impressive chamber, some 60ft (18m) in length and 24ft (7m) wide, bedecked in tapestries bearing the sigil of Black Sun, is devoid of furniture. It has one feature of note, a shimmering portal that appears to float in the air at the southern end of the room above a huge mosaic depicting the now-familiar

emblem of Black Sun. This portal is permanently guarded by eight *der Toten*, and emits a sickly grey light that drains the colour from the room. *Der Toten* is described on p.96 of the *Keeper's Guide*.

With the fall of Wewelsburg Castle looking ever more likely, Weissler destroyed the portal in his beloved castle that connected it with the Dreamlands and the Valley of the Black Sun, and established a new portal here in Antarctica. This chamber and its portal are now Black Sun's only link with their Dreamlands citadel, and they guard it zealously at all times. Realising the danger that the waking world now presents to their cause, Black Sun have chosen to utilise the Dreamlands as their base of operations, and only send their sorcerers through in order to conduct specific operations. Black Sun operatives will likely use the portal to flee Ritscher Station if it begins to fall, and will attempt to seal the portal behind them, or leave it booby-trapped with a mix of conventional explosives and magical wards. Despite his talk of loyalty and dedication to the Third Reich, Thaler will be the first to go through the portal if Ritscher Station seems likely to fall.

Any investigator foolhardy or brave enough (take your pick) to enter the portal, assuming the *der Toten* have been vanquished, will find themselves in the North Tower of Wewelsburg II (see p.83 of the *Keeper's Guide*) and, no doubt, face-to-face with a number of Black Sun's most powerful sorcerers. Such a fate is outside the scope of this campaign, though options range from extremely brief to horrifically long and exquisitely painful.

Alternatively, and far more sensibly, if the investigators can propose a method for destroying the mosaic Black Sun on the floor of the chamber, they will shatter the geometric formulae that permits the portal to exist, causing it to blink out of existence, cutting Black Sun off from the waking world and their operations in Antarctica. While this will likely be a temporary state of affairs, it will provide the investigators with the comfort that, while they may face many further horrors in their race for the Elder City, they need not be constantly watching their backs (at least not against threats from Black Sun).

Private Dock

Despite Black Sun's dominance at Ritscher Station, there are still some things they prefer the SS men not to witness of their operations, and for these purposes, they have installed a private dock. The dock can be accessed via both Black Sun's private sanctum and the Vault, allowing the horrors discovered by Black Sun in Antarctica to be taken straight to their intended destinations without disturbing the rank-and-file soldiers any more than they already are.

The only exception to this is the E-Boat stationed at the entrance to the tunnels, which can fire directly from the docks at its mooring position at any vessel or entity approaching from the rest of the station, or from the



Tunnel Entrance (see below). However, it will do so only upon the direct orders of Black Sun themselves. The private dock is usually empty, though when in use it is filled with a team of *Kriegsmarine* sailors (p.107) and mechanics (p.107) loyal to Black Sun. E-Boats are described on pp.127 and 136 of the *Keeper's Guide*. This one is equipped with two torpedo tubes, an aft-mounted 37mm anti-aircraft gun (damage 5D6+shock, attacks 1/2 rounds, base range 300 yds. **Cth** / Range 50/100/200, damage Armor Piercing 4d8, AP 3, RoF 3, Medium Burst Template, Heavy Weapon **Sav**), as well as one 20mm cannon mounted fore and a twin 20mm cannon amidships (damage 3D6, attacks 1/2 rounds, base range 300 yds. **Cth** / Range 50/100/200, damage Armor Piercing 3d8, AP 3, RoF 3, Medium Burst Template, Heavy Weapon **Sav**).

The Vault

Unlike *Nachtwölfe*, Black Sun relies upon their considerable magical knowledge to bolster their strength. While some of the horrors they are capable of summoning are far more powerful than *Nachtwölfe*'s technological marvels, they are often far from controllable, even by the Masters. Those creatures that would destroy their supposed masters are imprisoned within the Vault until their services are required in the field.

Secured by a huge circular door constructed from Black Steel (see p.144 of the *Keeper's Guide*) and carved with an endless pattern of runes and symbols (a successful Occult roll **Cth** / Knowledge (Occult) test **Sav** lets the investigator identify these as warding sigils, while a successful Cthulhu Mythos check **Cth** / Knowledge (Mythos) test **Sav** reveals

some of them as elder signs). The door is secured by a complex series of gears and cogs controlled by a large steel wheel to the left of the entrance. Weighing several hundred tons, it is impossible to force open. Turning the wheel will cause the door to slowly roll open while a siren blasts a warning across the station that the Vault is being opened, destroying any hope of unleashing its denizens and taking the station's inhabitants by surprise.

Beyond the great hatch, the Vault is divided into a series of featureless steel-lined rooms, each barred by a heavy steel portcullis carved with further elder signs and protective runes to prevent the escape of their inhabitants.

With their resources (both material and personnel) dwindling now that Germany has all but fallen, Black Sun sorcerers are loathe to waste any asset. Not even death is an excuse for their SS troops to end their service to Black Sun, and the Vault contains thirty of their number, returned to a parody of life as *der Gefallen* (see p.237 of the *Keeper's Guide*). These mindless automatons stand motionless in the darkness of their pens, until they sense the presence of life causing them to shamle grotesquely as one towards the door in a stinking wave of decay and animal ferocity.

Black Sun's retinue of horrors has grown considerably as they have explored the tunnels beyond Point 19. The increase in temperature caused by their activation of the Elder City's structures has awakened many shoggoths from hibernation, and those Black Sun have been able to capture now reside within the Vault. The individual pens containing these unholy abominations differ from the other pens

with their solid steel blast doors, pitted and burned as though subjected to strong acid. The shoggoths coat the walls and floors of their prisons, endlessly probing for even the slightest cracks that would allow them to escape. The Keeper should consult p.173 of *Call of Cthulhu, Sixth Edition* **Cth** / KG, p.231 for the write-ups of shoggoths **Sav**, and determine how many are in the Vault based on the base's state before, during, and after the assault. More than any other creature within the Vault, shoggoths are the most likely to be damaged by out-of-control fires.

Contained in the largest pen at the very back of the Vault, subdued by powerful magic, sits Black Sun's greatest find. During excavations in the submerged tunnels, engineers came across a great winged form trapped within the ice. Under direction from Black Sun, thermite charges were placed to free the unidentified entity from its frozen tomb. As the smoke and steam cleared, only the quick thinking of the Black Sun Master in command of the expedition prevented much greater destruction as the strangely octopoid creature, trapped millennia ago during its race's war with the elder things, wreaked havoc among the engineering team. Finally brought under control by Black Sun incantations, this star-spawn of Cthulhu now sits in a half-sleep within its cell, waiting for the mortals that trapped it to make a single mistake so that it may continue what it started. The door to its chamber has many elder signs and other runes of power engraved upon it, but even these have not been enough to stop it noticeably buckling the steel in its fury.



The Vault is served by a small group of four Black Sun Masters, described on p.94 of the *Keeper's Guide*, and if they are threatened, they will draft several squads of *Heer* and *Kriegsmarine* troops to serve as guards, buying them time while they release the horrors within the Vault upon any intruders. The Masters do not care overmuch about the fates of common German soldiers, and will allow the unleashed monsters to feed upon any they encounter, whether German or Allies. They will release them in waves: first *der Gefallen*, then the shoggoths, and finally the star-spawn of Cthulhu. Once freed, this last entity will shatter stone and rend steel to escape from the Vault, striking at the Germans who imprisoned it as well as the Allied forces assaulting the base. Its ultimate goal, however, will be to break free from the base and return to its own kind, and thus will only attack any targets of opportunity on its way out of the station, or those who cause it considerable damage, no matter how quickly it regenerates.

Cth

Statistics for the star-spawn of Cthulhu are located on p.173 of *Call of Cthulhu, Sixth Edition*. This particular specimen knows twelve spells: *Contact Deep One*, *Contact Cthulhu*, *Contact Star-Spawn of Cthulhu*, *Deflect Harm*, *Grasp of Cthulhu*, *Power Drain*, *Raise Night Fog*, *Wave of Oblivion*, and four others of the Keeper's choosing. It will use these spells with impunity against any foes, with *Power Drain* utilised to fuel additional spellcasting.

Sav

Statistics for the star-spawn of Cthulhu, taken from *Achtung! Cthulhu: Terrors of the Secret War*, are as follows:

Attributes: Agility d6, Smarts d12+4, Spirit d12+4, Strength d12 +12, Vigor d12+10.

Skills: Fighting d10, Knowledge (Mythos) d10, Notice d6.

Pace: 15; **Parry:** 8; **Toughness:** 28 (5).

Special Abilities

- **Aquatic:** Star-spawn can function as well underwater as they do on land, and have a swim pace of 15.
- **Armor +5:** Heavy Armor. A star-spawn is covered in blubber.
- **Claws:** Str +d8. Heavy Weapon.
- **Flight:** Pace 7, Climb 1.
- **Gargantuan:** A star-spawn can stomp on foes (in a Medium Burst Template) doing d12 +12 damage; subtract the size of the target from this damage.
- **Hardy:** If a star-spawn is Shaken, further Shaken results have no effect.
- **Huge:** Attackers get a +4 bonus to their attack rolls against a star-spawn.
- **Regeneration:** Star-spawn make a Vigor roll every round. A success heals a wound, and a raise heals another. They also get +2 on Spirit rolls to unshake.
- **Size +11:** A star-spawn is one of the biggest creatures on the Earth.

- **Spells:** Star-spawn knows the following spells: *contact deep one*, *contact cthulhu*, *contact star-spawn of cthulhu*, *deflect harm*, *grasp of cthulhu*, *power drain*, *raise night fog*, *wave of oblivion*, and four others of the Keeper's choosing. It will use these spells with impunity against any foes, with *power drain* utilised to fuel additional spellcasting.
- **Tentacles (4):** Str+d6, Parry +1, ignores shield bonuses. A star-spawn has four tentacles, each with a reach of 5, and they can attack different targets. They gain a Gang Up bonus if more than one attacks the same target.
- **Terror (-2):** Those who see a star-spawn must make a Spirit (-2) test or roll on the Terror Effects Table. Even those who succeed at their Spirit roll still gain 1 point of Dementia.

Tunnel Entrance

Carved through the bedrock by the warm waters emanating from beneath Antarctica, the tunnels open out into the fissure from a deep subterranean channel that disappears beneath the waters and into the darkness. The walls of the channel are perfectly smooth from centuries of erosion, and possess a slight blue tint as a result of the nutrient-rich waters that flow through it. Black Sun have taken samples of the algae that forms from the waters in the hope that it can be cultivated for food, but the results of ingesting this substance have been too horrific even for the Masters, with the results being sealed away in the Vaults for fear of causing a revolt among the less loyal troops.

As mentioned in the section describing the private docks (above), Black Sun has permanently stationed an E-Boat at the entrance to the tunnels to ensure that nothing encountered within the labyrinth is able to follow them back out, although nothing has done so... thus far. If Ritscher Station is attacked, *Kommandant Thaler* will likely be found in this place, boarding a U-boat along with his most trusted followers, readying their escape into the tunnels and the safety of Point 19.

If the investigators wish to utilise these tunnels, they will need a submarine equipped with a *Peiltochterkompass*, the navigational aid recovered from Saxemberg Island. Fortunately, the Allies have recovered the device from Saxemberg, and have already installed it within a captured German *Elektroboot*: U-3517, described on p.119. If the investigators did not take part in that mission, or the compass was destroyed or somehow made unavailable, then this avenue is closed to them, unless they can capture another German U-boat equipped with one.

The voyage through the tunnels is described in *A Trail of Frost and Blood*, pp.124–177, and Point 19 itself is covered in *Into the Depths*, starting on p.178

This hole in the ground... it is only the beginning of our descent into darkness.

- Natalya Petrova

OUTCOME: THE HORROR WITHIN

As described in the relevant sections above, the Nazis and Black Sun will not take an attack on this base lightly, and will fight to the last man standing. They will booby-trap as many parts of the base as possible, hoping to slow the advance of the Allied troops into the station's corridors. If this happens, the Keeper should require successful Spot Hidden and Demolitions rolls **Cth** / Notice and Knowledge (Demolitions) (–2) tests **S^{av}** from the investigators and the Allied forces to detect and disarm these traps as they encounter them.

Black Sun's priority is to ensure the survival of its members, first and foremost, and to continue the great work they are attempting to accomplish in Antarctica. Because of these priorities, *Kommandant* Thaler regards all German soldiers under his command as utterly disposable in that regard. Thus, after the initial retaliation to the Allied assault, the likely evolution of the German response will be a fierce resistance, with all available resources planning on holding out as long as possible. Ritscher Station is highly defensible and well provisioned, and it will take a considerable amount of destruction before the Allies can cause enough damage to it to make Thaler believe the end is at hand. Meanwhile, he will order his men to fortify the base by whatever means they are able, including the setting of booby-traps, and will order the non-combatants to begin preparing any stored information for destruction, to avoid it falling into the hands of the enemy.

If the situation looks grim for the Germans, and Ritscher Station appears likely to fall, Thaler will order the base's personnel to begin a staged withdrawal of key personnel and a troop fallback, relying on air support from *Luftflotte Antarktika*. Unlike many such staged withdrawals, women and non-combatants will not be prioritised: instead, any members of Black Sun will be given preference, followed by key scientists, and so on. They will attempt to flee overland in whatever land vehicles are available, heading towards *Luftflotte Antarktika*, or they will crowd any available submarine and head into the Elder Tunnels towards Point 19. Finally, the rank-and-file German soldiers, mechanics, and technicians will be equipped with the full range of the station's arsenal and ordered to fight to the last man standing.

Meanwhile, as a parting strategy, Thaler will command his Black Sun lieutenants to open the Vault and unleash the horrors within, a scene of unimaginable carnage. *Der Gefallen* will target Allies specifically, backed by the sorcery of Black Sun Masters, and move through the base, seeking to destroy all those who are not a part of the Third Reich. Next will come the trapped shoggoths, though the gelid horrors are just as much a menace to German as Allied forces, and must be dealt with before the base can be secured. Finally, the released star-spawn of Cthulhu will rage violently, causing

immense destruction as it seeks to exact its revenge against its former captors. However, it defines “former captors” as “all of humanity” which means that the Allies themselves are in just as much danger from this mind-blasting eldritch titan as it rampages through the remains of Ritscher Station. This battle may require intervention from ship's weapons, with ships' cannons or airstrikes being brought to bear against the massive creature as it breaks through the walls of the base, emerging into the Antarctic terrain and engaging vehicles or troops.

WRAP-UP

When Ritscher Station is secure, a meeting will be held between the surviving commanding officers of the fleet. The investigators should be privy to this, via short-wave radio if need be. It is now clear to everyone that the menace is much greater than the coastal station. Though the Allies have at this time a good idea where the remaining German forces are located, they have no idea of their strengths and what their nature is. If the Nazis in the two bases were not completely eradicated, they are likely in disarray, scattered across the Antarctic terrain, along with any Allied troops that may have encountered the eldritch horrors unleashed from within Ritscher Station's Vault.

The only conclusion that can be drawn is that the Allies must throw every remaining effort at stopping the Nazis—particularly the Black Sun faction—exterminating them utterly in Antarctica before they can unleash further horrors upon the world. The investigators have likely seen enough to know that the Secret War is still ongoing, and that the greatest threat is not the remaining conventional Nazi forces, but the sinister plans this terrifying secret society is enacting elsewhere, in ancient, alien ruins in the remotest reaches of the Earth.

The next phase of the assault will be a running ground battle, as the Germans fall back across the Antarctic terrain, attempting to retrench and/or make their way to other bases. The other, more important phase of the further battle is the race across the continent to stop whatever plans the Nazis are enacting now that they know they are in their final hours. With the airbase's radio jamming neutralised, the radio transmitters on *Jeremiah* signal back to Allied Command that they will remain, continuing onward across the continent, until the Antarctic Front has been secured and the Allies are victorious.

The next chapter describes the assault on *Luftflotte Antarktika*, the journey through the ice tunnels to Point 19, as well as the first landmark the investigators will encounter should they head straight for the ruined, icebound alien city, and eventually on to the Mountains of Madness.

Alternative Course: Darkest Before the Dawn

The default flow of events in *Assault on the Mountains of Madness* assumes that the Allies are most likely victorious during the initial assault on Ritscher Station (as described in this chapter) and the following raid on *Luftflotte Antarktika* (described in the following chapter). From there, the investigators must proceed to Point 19, the Elder Tower, and the Elder City itself with little support from the Allied forces now stationed in Antarctica.

Though the Antarctic group is relatively small, an aircraft carrier, two destroyer escorts, and a small squad of Soviet mega submarines are a force to be reckoned with. Neither of the German bases in Antarctica are capable of withstanding the combined might of an airstrike, naval bombardment, and at this late phase of the war, the German forces are already demoralised and at the verge of surrender. Once Ritscher Station has fallen, the Allies can set up a command centre and coordinate a massive military effort spanning the entire continent.

Certain victory, however, is far less dramatic than crushing defeat, and that desperation is a far better motivator than the momentum of prior success. With this in mind, the Keeper may rule that the assault on Ritscher Station ends in favour of the Germans, with the Allies facing a catastrophic loss, scattering and stranding their forces at the bottom of the world at the mercies of the combined threat of the German forces and the harsh, relentless Antarctic environment.

To this end, the Keeper should allow the investigators their full rein of activities and contributions to whatever phases of the assault they see fit (within reason) and rule that combined failures in the other avenues of the assault ultimately doom the entire endeavour. Or, if possible, that the investigators' own actions are not enough to ensure the success of their own missions, and they are lucky to escape alive while the rest of the assault force faces destruction.

The aforementioned military superiority of the Allied forces can be countered by any of the following:

- The arrival of additional German U-boats, dispatched when they received the saboteur's signal from the prior chapter. The ability of the Germans to catch the fleet in a pincer, assailed on both sides, can readily turn the tide. The Keeper may signal the arrival of German reinforcements with the sudden destruction of one of the Allied destroyers or a Soviet mega sub, or even take out *Jeremiah* right at the very moment that an Allied victory seems certain.
- Similarly, the Germans may be ready for the Allied fleet, warned by the saboteur's signal, and have spent the intervening time readying the battlefield in their favour. Filling the harbour with floating mines can make the landing considerably more difficult, as well as crippling or even destroying Allied vessels. Similarly, repeated waves of *Luftwaffe* airstrikes and longer-range bombardment with the *Adolfkanones* will weaken the Allied forces before they even get within firing range of the base.

- Strategic use of *Luftflotte Antarktika*'s air fleet against the fleet, stranding the ground forces. It takes only a few torpedoes to sink destroyers like *Massey* and *Icarus*, and even the seemingly impregnable bergship *Jeremiah* will not withstand a sustained barrage from the *Adolfkanones*, U-boat torpedoes, and missiles. The Soviet mega submarines, though immense, are sluggish and less manoeuvrable than traditional submarines, and could easily be sunk by one or two well-placed German torpedoes, or even a single *Adolfkanone* shell.
- The agents of Black Sun are nowhere near powerless, and may be able to take action that turns the tide of the battle in favour of Ritscher Station. *Kommandant Thaler* is a powerful sorcerer, capable of summoning nightgaunts, and he is aided by a small force of less powerful Black Sun Masters, able to summon and bind byakhee. Nightgaunts and byakhee, though frightening, are not likely to tip the scales on their own, even in great number, but could be used to deposit a squad of explosives-carrying *Gefallen* onto *Jeremiah*, a suicide mission to wreak havoc and cripple the bergship's engines.
- The Mythos horrors present in the base and in the Vault, too, are not to be underestimated. The *Schnee-Koloss* are powerful and fast, and well capable of causing considerable Allied casualties on the shores and icy plains surrounding the base. And once an assault begins in earnest, Thaler and the Black Sun Masters in the Vault may choose to send the *Gefallen* into combat immediately, using them as horrific shock troops. Shoggoths, too, may be herded into the waters to prey on landers or onto the surface to strike at the Allies. The imprisoned star-spawn of Cthulhu is a dangerous and unpredictable titan, and though it is unlikely to stand for long against a sustained barrage from the fleet, it could tip the scales with a wave of madness amidst the Allied forces.

The Keeper may use these or other tactics individually or in concert to orchestrate a shift from Allied victory to defeat, creating a more dramatic (and hopeless) state of affairs where the investigators are survivors of the epic, failed, assault, racing for their lives across the desolate continent in an attempt to defeat a superior foe, all-the-while trying to avoid notice by striking deep within the enemy's ranks. Far from being part of a larger coordinated war effort, such a beleaguered team of investigators may become an unaware humanity's last hope against an apocalyptic conspiracy set at the bottom of the world.

Should the Keeper decide to go this way, the next chapter provides suggestions on scaling encounters and allowing for re-enforcements (p.132) that should be adjusted to accommodate this shift in the campaign structure. The remaining chapters of the campaign assume that the investigators are a small force without significant backup, so should not need to be modified to reflect a different, and more hopeless, *status quo*.



CHAPTER 2

A Trail of Frost and Blood

"I have to warn my compatriots that the time has ended when we were able to take refuge in our isolation and rely on the certainty that the distances, the oceans, and the poles were a guarantee of safety."

— Rear Admiral Richard E. Byrd, United States Navy

OVERVIEW

Though the first Nazi stronghold in Antarctica has been dealt with, the investigators and Allied command are also aware of at least two additional German bases: an inland air support base, and whatever lies at the end of the mysterious subterranean tunnels. Furthermore, the Allies have learned enough information about the location of the strange, alien city described by the Miskatonic and Starkweather-Moore expeditions that it is possible for the investigators to head there straightaway, though they don't know what they will encounter there.

*In the event of a raid, loudspeakers
may play German opera to rally the
outnumbered *Nachtwölfe* troops.*

Now the Allies must take the fight once more to the Nazis, attacking the hidden airbase, moving through the icy tunnels to an unknown destination, or flying across the desolate landscape in search of the icebound, ruined metropolis erected by beings beyond human ken. Meanwhile, German forces once stationed at Ritscher have scattered across the frozen continent, fleeing the Allies, and must be found and eliminated. Allied command is spreading forces far and wide to stop the leaders of *Nachtwölfe* and Black Sun before they can enact whatever diabolical plan they wish to inflict upon the free world.

And so, rather than resting after the battle, the investigators are once again thrust into action, racing across the icy realm to stop the rise of unimaginable evil!

THE MISSION

With Ritscher Station defeated and captured by Allied forces, the scale of the Nazi activity within Antarctica has become clear, and the Allied command now knows for certain that the battle is far from over. The unexpected presence of substantial air support has identified another nearby Nazi base: *Luftflotte Antarktika*, which must be dealt with immediately. Intelligence gathered from the base's records points to additional Nazi activities throughout Antarctica. Furthermore, it is apparent that ancient, cyclopean ruins explored (disastrously) by the earlier American and German expeditions may be the focus of Nazi interest in the ice-bound continent. As such, it will figure strongly in their plan for survival and eventual world domination.

The Allied commanders are convinced that they must press on and stop Black Sun and the remainder of the German forces. Depending on the outcome of the assault on Ritscher Station, *Kommandant Thaler* and his henchmen are on the run. He and his followers, and all remaining German activity in Antarctica, must be stopped, now and forever.

The investigators are one of many small squads deployed by the Allies' Antarctic Command Group. They can pick one of three destinations: *Luftflotte Antarktika*; to wherever the ice tunnels lead; or the frozen antediluvian city in the mountains. The methods of transportation are over land in snow vehicles or dogsleds; via sub in the ice tunnels leading away from Ritscher Station; or in the air, borne by Allied aircraft. Each path presents its element of danger, but no risk is too much, considering the threat the Nazis possess if they are allowed to persevere!

A Continent Full of Danger

This campaign describes five major Nazi centres of operation utilised by Black Sun and *Nachtwölfe*: Ritscher Station, *Luftflotte Antarktika*, Point 19, Site 43, and various other sites that comprise the Black Sun's presence in the Elder City.

The players may ask of the Keeper, "Where are Points 1-18, and Sites 1-42?"

The assumption is that the bases listed above are only a smattering of the overall Nazi presence. They are the sites primarily occupied with Mythos-related activity, and thus should be the focus of the investigators' attention. As the Allied forces settle into the occupation of Ritscher Station, establishing the Antarctic Command Group and attempting to gauge the entire scope of the German presence in the South Polar Region, a majority of their attention will inevitably be focused on these conventional bases and sites. Logistics meetings or communications with the Allied commanders should contain references to many of these bases and stations, spread across the coastlines and deep within the continent itself.

If desired, the Keeper can create a wealth of additional German bases for the investigators to encounter, though it is suggested that the Mythos activities in these be at a minimum, to contrast the even-more-diabolical threat presented by the points of interest described in this campaign. Inspiration for these bases can be drawn from the ones presented here, or others, ranging from: mountainside gun emplacements, above-ground shoreline harbours and naval bases, lonely cannon bunkers, tank bases, supply depots, refuelling stations that consist of little more than an airstrip next to a prefabricated shack and a fuel bunker, radio rebroadcast towers, *Blauer Kristall* mines, spotter towers in the midst of nowhere, missile silos carved into the ice and bedrock, auxiliary command centres, or even large-scale barracks and training grounds hidden out in the cold wastelands where Nazi soldiers can be acclimated to the harsh Antarctic environment.

As such, the overwhelming majority of Allied troop activity — ground forces, naval strength, motorized cavalry, and air forces — will be actively engaging with the Nazis on these fronts, attempting to ferret them out of every icy cave and stony crevice across this desolate continent. Additionally, the fall of Ritscher Station will be felt across the entirety of the German war effort, and re-enforcements will assuredly arrive with the goal of retaking — or

avenging — the lost base. *Jeremiah*, *Massey*, *Icarus*, and the Soviet submarine fleet may find themselves caught, pincered, between an entrenched German Antarctic force and a newly arrived German naval presence, forcing them to focus more on their own survival than supporting a small independent group of military consultants babbling incoherently about apocalyptic occult conspiracies amidst pre-human ruins.

Assuming (and presenting) this view of the Antarctic Theatre, the Keeper will hopefully avoid the absurdity of the massive Allied war force sitting back idly as the investigators are plunged alone into danger, forced to fight every battle themselves, with a clean-up team consisting of thousands of highly-trained and well-equipped soldiers patiently waiting at their backs. Instead, the investigators are one tooth in a saw-blade, a single cutting edge in a much larger war effort, focusing on the specific threat they are best suited to deal with, while the engine of a seemingly grander conflict grinds and clatters above, around, and behind them.

On a similar vein, the elder thing sites described in this book — *Der Turm* and the Elder City and its environs — should be considered but a mere smattering of the myriad of elder thing ruins and establishments established across the continent. The elder things ruled the southern half of the globe for roughly *one billion years*, and Antarctica represents their last redoubt, the flourishing and extinction of their society before their exodus below the surface of the oceans to undersea fastnesses. Though they fled before utter eradication by their former servants, the shoggoths, their would-be destroyers did little to damage their structures, even going so far as to continue to inhabit their ruined and abandoned places.

The Elder City and the five Elder Towers (of which *Der Turm* is one) are but a fraction of what could be left of the elder things presence, and while much of it is long-buried beneath the polar ice, the Keeper should feel at liberty to expand upon the elder thing presence in Antarctica, with additional and inscrutable alien ruins and edifices remaining. These should all be uninhabited by the elder things, and altogether unoccupied or perhaps (in rare cases) with a lone, lurking *Schnee-Koloss*, shoggoth, cold one, or even an unusual site being temporarily put to use by the mi-go or flying polyps.

these ancient horrors are that much worse writ against the white slate of the antarctic

THE REAL DEAL

This chapter is fairly straightforward, without any twists or surprises other than the dangers presented by Black Sun, *Nachtwölfe*, and the conventional German forces. The fates of the inhabitants of Ritscher Station—particularly *Kommandant* Thaler, its commanding officer—will greatly affect the events in this chapter. If Thaler has survived, his ultimate goal will be to reach Point 19 *via* the underwater tunnels. That base serves as the Nazi's juncture for the further exploration and exploitation of the elder thing ruins in Antarctica. Once there, Thaler will warn the remaining German forces about the incoming Allied invaders, and those groups will ready their defences.

In the meantime, a forewarned *Luftflotte Antarktika* readies its own defences and plans for a strategic withdrawal to other bases in Antarctica, such as Point 19 and Site 43 (described, respectively, in *Into the Depths* and in this chapter pp.166–177). *Oberst* Hannah Wernicke, the airbase's commanding officer, is from *Nachtwölfe* and is a force to be reckoned with. And though *Luftflotte Antarktika* is a much smaller, less formidable base than Ritscher Station, it has its own deadly surprise ready for the Allies: a highly unstable experimental nuclear reactor that utilises technology derived from *Nachtwölfe*'s prized *Blauer Kristall*. In the face of certain defeat, the *Nachtwölfe* commander may choose to force the reactor into meltdown, causing a catastrophic event that will leave a colossal radioactive hole in the ice. On the other hand, she may surrender, offering her own life in exchange for information about Black Sun's goals in Antarctica, a devil's bargain if ever there was one.

Finally, the investigators may choose to eschew the raid on the airbase as well as the dangers presented in the mysterious tunnels, and head straight across the continent in search of the elder thing ruins described in the briefing provided prior to their arrival on *Jeremiah*. This is the most ambitious plan, but it puts the investigators at the most risk, plunging them into an unknown situation where they may be dealing with Nazi forces there as well as those that have fled from Ritscher Station.

Investigators may pursue more than one of these options after the fall of Ritscher Station. The more direct path is to continue on to *Luftflotte Antarktika* with the Allied forces, returning next to Ritscher Station to explore the depths of the hidden tunnels in a *Peiltochterkompass*-equipped submarine (whether the *Elektroboot* held by the Soviets or a U-boat captured during the assault). Alternatively, the investigators may ignore the fairly straightforward threat of the airbase and follow the icy marine tunnels to Point 19 in pursuit of *Kommandant* Thaler. Finally, investigators that are more daring may ignore the conventional German forces entirely, recognizing that the obvious danger is inevitably going to be coming from the alien ruins, and that Black Sun should be stopped there. On the way to any of these destinations, they may choose to utilise any of the potential modes of transportation available.

The Keeper should allow the investigators to pursue any of these options, supporting and accommodating any actions they choose. This degree of investigator autonomy is highly recommended, rather than having the Allied commanders railroading them into battles they do not wish to participate in. If the investigators have proven themselves (or possess high-level authority), the commanders will readily provide them with the resources to pursue whatever leads they desire, keeping in mind that for them, the main thrust of activities should be stopping the German forces. On the other hand, if the investigators have been less-than-impressive in action thus far, lack any feasible military credentials, ask for unreasonable levels of manpower and/or resources, or simply seem outclassed by the forces they are up against, the commander group will be less accommodating. Similarly, if the investigators are proposing some action or strategy that endangers other efforts in Antarctica, their plans will be stonewalled.

For additional drama at this juncture (as if any is needed!), the Keeper may rule that the investigators will have a difficult time convincing their superiors in the Antarctic Command Group that Allied forces should ignore any known German threats and head off to an ancient ruined city in the mountains. Though Admiral Byrd has been briefed on the occult threat that Black Sun possesses, and is all-too-aware of the presence of Mythos creatures on the icy continent, he may not be able to sway the rest of the Allied commanders if they are less-than-sympathetic to the investigators' plans. The investigators may find themselves sidelined, suspecting the real danger from the Elder City, and prohibited from taking action. Intrepid investigators may even be forced to violate direct orders, striking out on their own with commandeered transportation or captured German equipment, at risk of being charged with desertion or worse.

WHAT HAPPENS NEXT

After the battle at Ritscher Station, the Antarctic Command Group (as they have been dubbed)—a team comprised of the following: Rear-Admiral Byrd, Commander Bell (*Jeremiah*), Lieutenant-Colonel Mott (Allied Intelligence Bureau, Australia), Commander Maude (*Icarus*), Commander Wilson (*Massey*), Commander Southwick-Byrne and Group Captain Montague (RAF), Brigadier Roberts (1st Special Service Force, Canada), Captain Vyatkin (Red Fleet), etc.—become busy with the immense task of securing the base as a foothold for the long-term Antarctic campaign, and will be stretched thin across many avenues. As for the investigators, in keeping with the prior chapter, the Keeper should allow them their choice of assignment or duties in the post-assault phase, or may use their professions and military statuses to determine where they will be utilised. The following sections below describe the main activities the Allies will be conducting as part of the effort on the Antarctic Front.

From their command centre on *Jeremiah*, anchored off the coast within sight of Ritscher Station, the Antarctic Command Group will first order the exploration of the captured German base, sending teams of engineers throughout the facility to defuse any remaining booby-traps, holdouts, and to divine its remaining secrets. Particular attention will be paid to the power plant and the fuel tanks. If these were damaged, getting them up and running again will be of the highest priority, as having a working base of operations from which to launch the further offensive will make an enormous difference in its chance of success.

A high priority for the technicians and engineers of the Allied group is to determine the source of the radio jamming that blankets the area, though it is assumed that this is the hidden German airbase. Investigators participating in these repairs may be required to use skills like Chemistry (for analysis of the power plant fuel), Combat Engineer, Damage Control, Electrical Repair, Jury Rig, Mechanical Repair, Operate Heavy Machine, and Other Language (German) **Cth** / Knowledge (Science) (for analysis of the power plant fuel), Repair and Knowledge (German) **Sav**.

Immediate emergency repairs will begin within the Allied and Soviet fleet to deal with any damage taken during the assault, performing what repairs may be conducted while the fleet remains at high alert in a potential theatre of battle, also allowing for the extraordinarily difficult weather conditions. Investigators wishing to take part in these activities may assist with rolls of Aeronautical Systems, Cold-Weather Vehicle Maintenance, Combat Engineer, Damage Control,

Electrical Repair, Jury Rig, Mechanical Repair, and Operate Heavy Machine **Cth** / Repair **Sav**.

Logistics officers will begin an accounting of the base's stores and personnel, attempting to determine the size and nature of any missing troops. Troops from the damaged (or destroyed) vessels and the vast number of wounded will need to be bivouacked somewhere, and the station itself seems the logical choice, given the inhospitable surrounding environment. Soldiers that witnessed any Mythos horrors, particularly the star-spawn of Cthulhu, may be suffering from psychological trauma and will need to be identified and treated. Relevant skills here include Accounting, First Aid, Institutional Lore, Medicine, Other Language (German and others), Psychology, and potentially Surgery or Theology (for counselling) **Cth** / Healing, Common Knowledge, Knowledge (Language) (for the appropriate language) and Knowledge (Psychology) **Sav**.

The above goes hand-in-hand with the task of securing all captured German prisoners and processing them. This includes assessing their physical condition and treating injuries, as well as determining which prisoners possess valuable intelligence and should be interrogated further. Anyone with the ability to speak or read German will be of use in this task, and additional skills needed here include Accounting, First Aid, Library Use, Institutional Lore, Medicine, and even Psychology (to detect if any prisoners are lying) **Cth** / Healing, Common Knowledge and Knowledge (Psychology) (to detect if any prisoners are lying) **Sav**. The Keeper should consult Interrogating German Prisoners on 129 for guidance.



Guards are posted at Black Sun's private dock, and explosives are set surrounding the tunnel entrance to prevent any U-boats from entering the base undetected, with the plan being to collapse the tunnel at the first sign of a German intruder. Similarly, watch-posts are set up a few miles/km down the coastline in either direction, with the Soviet mega submarines and patrol boats patrolling the area to watch for any German re-enforcements crossing the Atlantic. Though the base is secluded enough that any assistance from the European mainland or other German bases is at least a week away, assuming top speed, there is the possibility of German U-boats or long-range detachments in the South Atlantic or South Pacific being redeployed if a distress call from Ritscher Station was received. Soldiers set outside must make regular Survival and Spot Hidden rolls **Cth** / Vigor, Survival and Notice tests **S^{av}**, coordinating these activities across the forces requires Radio Operator, and any submarine surveillance should use the Radio Operator (Sonar) skill **Cth** / Knowledge (Communications) and Knowledge (Sonar) **S^{av}**.

Scouting missions are assigned to squads of able soldiers, venturing inland, as well as up and down the coast. Their secondary mission is to better assay the area and to search for survivors, whether German or Allied. Allied patrols are authorized to engage in combat with any Germans that put up resistance, and to do whatever they can to prevent the Germans from reaching any further bases or installations. If any Mythos-related creatures from the Vault (such as *Schnee-Koloss* or shoggoths) escaped the battle, hunting parties equipped with heavy weapons, flamethrowers, and explosives will be sent out to track and eliminate them. Similarly, any remaining *Gefallen* will be put down, destroyed entirely lest they re-animate and attack. Allied ranks still tremor with gossip about these horrid creatures, but in the wake of the horrors encountered during the assault, they will put aside their terror and fight on with pluck and determination. If the investigators wish to take part in these seek-and-destroy missions, their presumed expertise in monster hunting will be greatly appreciated. Obvious skills used in these activities include Drive, Drive Tracked, Ski, Snowshoe, Spot Hidden, Survival, Track, and any relevant combat skills **Cth** / Driving, Notice, Tracking, Survival and Vigor tests, as well as relevant combat skills **S^{av}**.

Anti-aircraft defences will be put in place as quickly as possible to ward against any possible attacks from *Luftflotte Antarktika* until the Allied airstrike is set in motion. As the airbase is the most logical target after Ritscher Station, the command group will begin immediately prepping their air and land-based forces for an assault, sending aerial scouting missions to determine the location of the base and its rough size and strength, if such information is not already known. If any of *Luftflotte Antarktika*'s forces were pursued from the assault on Ritscher Station, then the Allies have a general idea where the base is located, though it is so heavily disguised and camouflaged that finding it from the air will be a challenge.

Multi-national teams of analysts and intelligence officers will begin the immense task of translating and assessing what *materiel* is present in the base's file cabinets, and if anything from this trove of information can be of aid in the war effort. Prominent among these are representatives from the various military intelligence agencies, and spies. Also with them (perhaps clandestinely) are agents of several occult organizations within the Allied forces, some of whom may not wish to cooperate or share information. Chief amongst these are the U.K.'s Section M and the Majestic group from the United States. Representing Majestic is none other than Captain Richard Whitaker, whom the investigators met on the flight to *Jeremiah*. His willingness to identify his affiliation is entirely based on the investigators' roles and prior behaviour towards him.

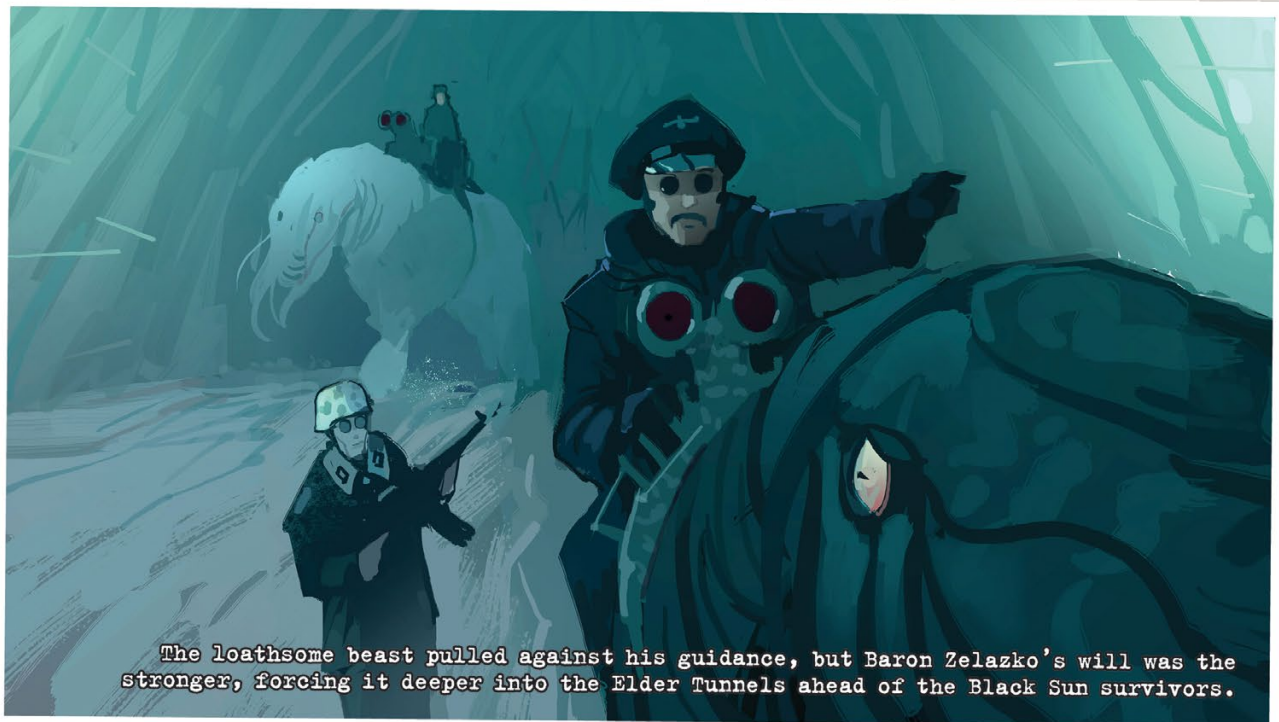
Investigators must choose: overland to a nearby Nazi airbase, underwater to an unknown location, or out across the ice to an ancient, alien tower?

Depending on the investigators' affiliation, they may be requested (or expected) to assist in this process. The Soviets have their own Mythos specialists on-hand in the form of agents from SMERSH and Institute 21 (described on 354) and they will aggressively muscle in on occupying the base to ensure that the Allies do not gain access to German arcane secrets that may be used against the Soviet Union down the line. See Interrogating German Prisoners below if the investigators question the members of Black Sun or Thaler about their occult activities.

The bodies of the dead—Allied, Soviet, and German alike—will be recovered; the corpses sorted by nationality and laid out in a large, undamaged section of the base. If no such space exists, then they will be temporarily interred upon the Antarctic plain near the exit to the *Schnee-Koloss* pens. Religious officers from *Jeremiah*, *Massey*, and *Icarus* will say prayers over the dead and provide counselling for the living, as appropriate. Guard details will be placed to ensure that none of the bodies are disturbed by any of these bestial horrors, should they return in search of food, or their riders.

The Luftwaffe Strikes Back

If *Luftflotte Antarktika* receives word that Ritscher Station has fallen, they will ready their two operational *Landkreuzer* P.1000 *Ratte* mega-tanks, sending them against the Allies with the rest of the armoured cavalry at their disposal, along with every aircraft they can get into the air, all aimed at retaking their brother base and repelling the Allied invaders. The combined Allied forces may experience a frisson of terror as they see, off in the snow-shrouded distance, the hulks of the immense *Ratte* tanks coming into view,



launching titanic salvos past Ritscher Station directly at *Jeremiah* and its escorts, *Massey* and *Icarus*. On the ground all around these hulks will be dozens of smaller, yet deadly, armoured tanks and vehicles mounted with cannons and flamethrowers, and above them, a veritable storm cloud of *Nachtwölfe* and *Luftwaffe* aeroplanes, ready to spit fire and drop thunder upon those they stand against. Any characters — investigators and soldiers alike — beholding this massing of military might may need to make a Sanity roll, with a possible 0/1D3 SAN point loss, due to the sudden display of German military power **C_{th}** / a Nausea test **S_{av}**.

Statistics for the German ground vehicles such as the *Ratte* are on pp.138–143 of this chapter.

Interrogating German Prisoners

Speaking to the prisoners requires a common language. Most often it will be German, with an Other Language (German) roll **C_{th}** / Knowledge (German) test **S_{av}** required for anything beyond basic conversation, though some of the German soldiers are also fluent in Czech, Russian, Polish, French, and English, usually at around 10–20% **C_{th}** / d4 **S_{av}** (Keeper's discretion). Getting them to talk is a useful application of the Fast Talk or Persuade skills, with a +20% bonus due to the circumstances **C_{th}** / Persuasion test or opposed Intimidation vs. Spirit test **S_{av}**, given their low morale and current captive state.

For every four hours spent processing the prisoners, the Keeper can allow the investigators to make one of the aforementioned rolls, using a translator if need be. Information the German soldiers provide ranges from the completely

useless to the highly specific. Particular knowledge that might be of use includes any of the following, which the Keeper may provide per item based on successful rolls:

- There is definitely a German airbase on Antarctica, called *Luftflotte Antarktika*, operated by *Nachtwölfe*. Relations between the two bases are strained. The ranking officer there is a *Nachtwölfe* loyalist named Oberst Wernicke. Other than fuel and supplies, there is little coordination between the bases. There are rumours that the base is guarded by giant, unnatural beasts that the *Nachtwölfe* ride upon for patrols.
- The tunnel leading from the cavern goes into an underwater labyrinth beneath the South Polar Region that eventually leads to subaquatic Nazi base called "Point 19" (among other locations). U-boats attempting to navigate to this base must be equipped with a *Peiltochterkompass*. Any vessel not so equipped will almost certainly become lost.
- Both groups — Black Sun and *Nachtwölfe* — have come together here to exploit the wealth of an ancient city buried in the ice, pre-dating human history. They are forced to collaborate, though they do not seem to be very fond of the arrangement.
- There are a few other secret research sites adjacent to the locations of ancient ruins, but they are primarily staffed by Black Sun members, their exact locations unknown even to the officers in Ritscher Station. They are all much smaller in scale than Ritscher, though all are armed and guarded by German soldiers in addition to the scientists and researchers at work there.

- One of these sites, however, is known by rumour and gossip, due to some soldiers who have flown by it or seen pictures. This notable locale is designated “Site 43” (also known as *Der Turm*, or “The Tower”), a weird and immense ruined edifice more than 500ft (152m) tall, with an improvised though functional airstrip situated alongside.
- There are rumours of an ancient black stone city in the most inaccessible peaks of the highest mountains on the continent. The average soldier does not know much more about this location, other than that it is where Black Sun’s most intense interest seems to be focused.
- They all have heard that the war effort is going badly for the Third Reich, and many of the rallying speeches from their leaders in Black Sun seem hollow and increasingly strident, as if they are growing desperate. Interrogators get the impression of resentment from the common German soldiers and the elite, fanatical Black Sun officers. None of the regular soldiers were particularly fond of the presence of the Vault, fearing what lay within it, and they watched in dread as the *Der Turm* were marched through the base and locked inside it.
- While vague on details, most soldiers stationed here know that Black Sun and its masters are certain that, somewhere on Antarctica, a final weapon exists that will help them win the war against the Allies, and become rulers of the Earth.

If any of the Black Sun Masters from the Vault were captured and are questioned, one of them identifies himself proudly as *Kommandant* Armin Thaler, leader of Black Sun at Ritscher Station. His garments bear the correct identifying insignias and appropriate medals, and he knows much about the nature of Black Sun and its aims. This is a ruse, however, conducted by a Black Sun loyalist named David Freiherr von Zelazko, a German-Polish member of the *Hexenzirkel*, the order of true sorcerers within Black Sun. Zelazko agreed to take the fall for Thaler, and cleverly switched uniforms with him prior to capture. He maintains that he is the base’s commander, though if any of his fellow soldiers are asked to identify him, his cover will be blown. If interrogated, Zelazko will maintain this pretence, though a successful Psychology roll *Cth* / Knowledge (Psychology) test *Sav* will reveal that he is lying when it comes to his true identity. If pressed when his ruse is revealed, he will claim that he is doing what any loyal soldier would do for his commanding officer, but will provide no additional information to the Allies.

If the real Thaler is identified, he will attempt to do his best to conceal his membership in Black Sun, even denying that the group exists. If it becomes apparent to the investigators that he is in Black Sun, Thaler will insist that his membership is purely political and that he is not privy to any of their *outré*, occult activities. Under no circumstances will he divulge his own abilities as a sorcerer: he knows that there is little chance of escaping Allied captivity while in

Antarctica, and his best chance of survival is to play along with his captors until he is transferred back to the United Kingdom or the United States. Thus, he will bide his time and give the appearances of playing along with the Allies, carefully steering any plans involving him towards the goal of being shipped back to a place he can more easily escape from.

A cooperative Thaler will readily place the locations of Point 19 and *Luftflotte Antarktika* on a map, identifying their commanding officers as *Oberst* Hannah Wernicke and *Hauptmann* Waldemar Huhn, respectively. Beyond those two places, he will only provide directions when pressed, and for other bases, he will mislead or claim ignorance, due to a compartmentalized “need to know” chain of authority. If he can be convinced, he will provide the location of Site 43, *Der Turm* (see p.167), though he will claim he does not know the name of the commanding officer there. If extraordinary force of persuasion is exerted upon Thaler, he will surrender the name of his associate in the Elder City, *SS-Sturmbannführer* Matilda Griess, but will admit little else other than she exists and is present there. In all truth, he does not know much of what Griess plans to do, as Black Sun has concealed this information, even from its own partisans, in order to protect its secrets.

Secrets of Ritscher Station

Information that the investigators and Allies will gain from searching the base is considerable, though it is time-consuming work and the ongoing effort against *Luftflotte Antarktika* is a more immediate concern. Any who take part in the sorting and sifting through the base’s records will need to make successful Other Language (German) skill rolls *Cth* / Knowledge (German) *Sav* tests to read anything at all. Other skills most readily of use here include Library Use, Occult, Cthulhu Mythos, Institutional Lore, or Espionage *Cth* / Common Knowledge, Knowledge (Occult), Knowledge (Mythos), or Knowledge (Espionage) *Sav*. Even as mundane a skill as Accounting *Cth* / Common Knowledge *Sav* will be invaluable in determining the exact capabilities of the German forces stationed in Antarctica, based on the logistics and supply chains.

Following is a list of discrete pieces of information, each of which can be gleaned per four-hour shift spent reading through the reams of documentation available within Ritscher Station. The Keeper can reward investigators with each item as the result of one of the aforementioned skills, or can present these skills as the results of examination from suitable groups of analysts put to the task. Some of this information, naturally, duplicates that which might be gained from interrogation.

- Ritscher’s expedition discovered something of considerable interest to *Nachtwölfe*: deposits of something designated as “*Blauer Kristall*” (blue crystal), which it

has been gathering, mining, and otherwise harvesting from the continent. Supplies of this blue crystal are so vital to *Nachtwölfe*'s participation in the war effort that Antarctica is the focus of considerable high-level attention from *Nachtwölfe* officials such as *Generaloberst* Wolff, *Oberstleutnant* Richter, and *Hauptmann* Gerd Schmidt. On their behalf, Professor Heimburg has visited Ritscher Station, *Luftflotte Antarktika*, and other German bases on Antarctica at least three times over the course of the last two years.

- Shipments of Antarctic-harvested *Blauer Kristall* are sent regularly through Ritscher Station via U-boat back to Germany, addressed to a variety of German installations where *Nachtwölfe* has been known to be active. Shipments of the crystal were shipped to destinations such as the weapons factory at Peenemünde (discontinued since 1943), an undisclosed location within the Eastern Front, and a newer, secret location designated for redistribution within the Austrian Alps.
- A number of Black Sun researchers, scientists, and technicians have travelled through Ritscher Station en route inland, heading towards various German bases in Antarctica. They are usually equipped with carefully packed cases containing scientific paraphernalia and various devices of unknown origin, and judging from the amount and frequency of these arrivals, the amount, and variety of scientific work is increasing at a steady pace.
- Two prisoners-of-war have also been shipped through Ritscher Station, quartered temporarily within the facility before being transported to further destinations. Their identities are, for the most part, obscured, though each is given a single name. Those identified are listed

as "Schou" (sent to *Luftflotte Antarktika*) and "Rimpoche" (sent to a place designated as *Der Turm*, or "The Tower").

- *Kommandant* Thaler had ordered blueprints and plans to be created for a special redoubt and command centre in Antarctica specifically to be used by Hitler and his inner circle (along with the Black Sun leadership), but Weissler vetoed the proposal before it was presented. Officially, the reason was that it implied that the war effort in Europe would be unsuccessful, but a private letter from Weissler to Thaler hints that the work in Antarctica, when realized, will render Hitler's global ambitions largely irrelevant.

Logistics officers will begin an accounting of the base's stores and personnel, attempting to determine the size and nature of any missing troops.

Though there is far more information about German logistics and plans for Antarctica, the abovementioned facts are the most significant. Assuming an Allied victory, the majority of these files and records will be rapidly boxed up and readied for shipment back to London and/or Washington, D.C. Any further records relating to the specific work of Black Sun and/or *Nachtwölfe* are curiously absent. This may be due to them being destroyed or escaping with Thaler (if applicable), or, at the Keeper's discretion, these records may have been claimed and spirited away by the various occult groups affiliated with the Allied forces.

Table 5: Key Distances in Antarctica

Point of Origin	Destination	Distance	Getting There
Ritscher Station	<i>Luftflotte Antarktika</i>	75 miles (120km)	Foot, land vehicles, aircraft
Ritscher Station	Point 19	1,275 miles (2,050km)	Submarines only
Ritscher Station	Site 43 (Elder Tower)	1,275 miles (2,050km)	Foot, land vehicles, aircraft
Ritscher Station	Elder City	1,350 miles (2,175km)	Land vehicles, aircraft
<i>Luftflotte Antarktika</i>	Site 43 (Elder Tower)	1,200 miles (1,931km)	Land vehicles, aircraft
<i>Luftflotte Antarktika</i>	Elder City	1,275 miles (2,050km)	Land vehicles, aircraft
Point 19	Elder City	75 miles (120km)	Foot (via tunnels)
Site 43 (Elder Tower)	Elder City	75 miles (120km)	Land vehicles, aircraft, foot (via tunnels)

The Keeper should also note that these distances are "crow-flies" approximations. Actual travel distances will vary due to obstacles and the non-direct nature of underground passages and caves. Routes that are inaccessible, such as Point 19 being unreachable via the surface, are not shown.

GET MOVING!

Ultimately, the Keeper should be doing whatever is necessary to remind the investigators that the war effort is ongoing, and that there is little practical gain at this point sifting through documentation when diabolical activities are still underway by the very forces they have come to combat. Though it is highly tempting for the investigators to remain in Ritscher Station along with the remainder of the Allied forces, the all-too-urgent reality is that the Antarctic Command Group needs them active and mobile, continuing their assistance in dealing with the immediate threat of *Luftflotte Antarktika*.

Wounded or otherwise debilitated investigators will be allowed to rest, or retired from the conflict and given medical treatment within Ritscher Station, while fit and hale investigators will be expected to ready themselves for this next phase of the assault. If need be, new investigators can be generated from the forces represented in the assault thus far, drawing from the wider range of suggestions presented in **Fighting Forces of the Antarctic Front**, pp.351–357.

If the investigators spend too long immersed in research, the Antarctic Command Group will, in the person of either Admiral Bell or Rear Admiral Byrd, urge them to continue in the battle, assigning them to a tactical group that coincides with their desired destination, or a suitable next destination. The Keeper should determine, based on the investigators' predilections, where to send them:

- The investigators' next destination should be *Luftflotte Antarktika*, passage to which is described on pp.143–152 of this chapter. If the investigators dally too long, the Keeper can provoke the need for action with an airstrike by *Nachtwölfe* against the Allies in—and offshore from—Ritscher Station.
- If they wish to seek out the mysterious tower designated Site 43, the Keeper should consult 167 of this chapter and the description of *Der Turm*.
- If the investigators are geared more towards submarine activity, they will be enlisted to command (or accompany) the captured German U-boat, U-3517, into the tunnels to Point 19. This journey is described in **Into the Depths**, pp.178–183.

At any rate, the Keeper should play up the continued sense of unease and the urgency of the next phase of the assault by keeping the tempo fast and emphasizing the ticking clock. Particularly grim news from the home front might also serve to drive this point home. As the war's outcome is still undecided, every bit of effort helps, and a loss here even in remotest Antarctica may be crippling to Allied morale.

If the investigators request backup, the Antarctic Command Group will readily supply them with a small detachment of soldiers to serve as re-enforcements. The nature and number of these forces should be based on the resources and nature of the investigators themselves, offering support in skills the investigators may be lacking in. This

is a perfect opportunity for the Keeper to create a band of distinct, multinational characters full of classic “squaddies,” as well as introducing the investigators to some of the more unusual groups described in **Fighting Forces of the Antarctic Front**, pp.351–357. The Keeper, however, is advised to keep the number of backup soldiers relatively few. Better a small team of well-defined and interesting personalities than a large mob of bland cannon fodder.

KEEPER ADVICE

As noted above, this section of the campaign is somewhat free-form, consisting of events entirely motivated by the investigators' actions. They now have intel leading them to *Luftflotte Antarktika*, Site 43, Point 19, and even beyond, but they are at a point where their activities are less a part of an immense, concerted military effort and more the small-unit actions with which they are undoubtedly more accustomed. At this point the Keeper should endeavour, through various means (described prior), to set the investigators in charge of their own path, without the need for oversight by the Allied Command Group.

If the Keeper has chosen to use the darker, bleaker outcome described in the prior chapter under Alternate Course: Darkest before the Dawn (p.123), the experience of the locations described in this chapter are more desperate, less methodical, and much deadlier. With *Jeremiah* and the Allied fleet crippled or destroyed, the investigators and any surviving Allied/Soviet troops will need to launch a daring raid on an alerted *Luftflotte Antarktika*, or plunge into the darkened depths of the submerged tunnels towards Point 19 with German U-boats in close pursuit. They may also choose to simply drive themselves across the ice-bound continent towards the inevitable destination of the Elder City, unexpectedly stumbling upon the immense black tower that makes up Site 43. Investigators taking to the air and flying to the Elder City will possibly (or inevitably) spot the stark black tower in the distance, and may even be attacked by the tower's offensive capabilities.

With this increased liberty and freedom of action, however, comes a greater chance of danger. The investigators will be isolated and relatively exposed, no matter what path they take, and there is an all-too-real chance of them dying in the snow, the mission a failure. The following sections describe ways the Keeper can keep investigators alive in the midst of the immense, hostile environment.

Scaling Encounters

This campaign can be a meat-grinder if the investigators are unlucky in combat or take significant sanity losses. The Keeper may wish to provide assistance to smaller groups, less combat-focused parties, or those that have suffered losses through attrition. Aid can take a variety of forms:

- The Keeper can reduce the frequency of encounters, or have fewer opponents than described in the campaign. This is perhaps the easiest and least invasive means of lessening the threat to investigators, but can only serve in diminishing the overall sense of danger, de-emphasizing the monstrous scale of the Nazi incursion into Antarctica.
- The Keeper can provide—or, even better, let the investigators find—favourable circumstances, such as hiding places, tactical advantages, or means of bypassing non-essential encounters altogether through clever and/or lucky planning. Careful-minded players should always be seeking advantages like these, and experienced investigators might recognise tactically useful locations with successful Fieldcraft, Idea, Listen, Spot Hidden, or Survival rolls **Cth** / Notice tests **Sav**, but may need further rolls of Command, Fieldcraft, Sneak, Spotter, or Survival **Cth** / Stealth tests **Sav** to fully exploit them.
- Non-player character soldiers can be added to the investigator team as fire support, either controlled by the Keeper or the investigators. These can be drawn from any of the many forces on-hand during the Antarctic assault. See **Fighting Forces of the Antarctic Front**, pp.351–357, for more information. Ideally, these will be enlisted soldiers rather than ranking officers, or technical specialists with expertise the investigators lack. The *Keeper's Guide* and other **Achtung! Cthulhu** sourcebooks contain a vast array of ready-to-use non-player characters to serve as support.
- Calling for reinforcements, if available, ranging from nearby squads of soldiers, a trajectory for a remote barrage, or even an airstrike if possible. See Calling for Reinforcements (following) for a description of human reinforcements, and have investigators use the Spotter skill **Cth** / Knowledge (Artillery) **Sav** for the latter. At this point in the assault, the bulk of the ground forces will probably be either Australian or Soviet.
- Friendly fire is a constant threat on the battlefield, and can occur between enemy forces as well as between allies. Investigators pinned down may find themselves the sudden target of an indiscriminate strike from artillery or Axis aircraft that inflicts damage upon the enemy, or even strikes the enemy inadvertently due to the fog of war. Further, some Mythos creatures utilised by the Black Sun and *Nachtwölfe* are barely controllable, and may turn on their masters while in pain or under duress.
- The enemies in an encounter may retreat for reasons unknown to the investigators, perhaps responding to orders of their own, losing confidence in their own ability to survive the encounter, or suddenly being alerted to a greater crisis elsewhere.
- Investigators in possession of occult abilities of their own, such as spells for summoning Mythos entities or creating large-scale magical effects, could potentially use

these against the Nazis, Black Sun, or any Mythos forces, though such aid generally comes at a price.

- Sometimes, all that is required is a bit of a breather, a moment of relative peace or grace in the midst of an otherwise hostile situation. The investigators may find the remnants of a prior Antarctic base camp or supply cache complete with medical supplies, preserved food, and a few small creature comforts like bottles of liquor, tins of stale tobacco, or even some decades-old newspapers.

The Keeper should keep any and all of these solutions in mind, though using them sparingly. Investigators should feel as if their fates are their own, and that their survival is due to their actions, not the whims of the Keeper. Frequent use of *deus ex machina* will make investigators less engaged in the challenges of the campaign, cheapening the sense of accomplishment and/or victory.

Calling for Reinforcements

The investigators should be experienced enough to handle most encounters, but from time to time they may encounter situations that are beyond their capabilities. As the spearhead of a larger assault force spreading across the continent, the investigators do not need to do everything alone. The cavalry may arrive in the shape of an unexpected group of Allied soldiers during a particularly dire combat that the investigators seem certain to lose. For descriptions of forces that might be so utilised, see pp.38–48 of the *Keeper's Guide* and **Fighting Forces of the Antarctic Front**, pp.351–357. Here are some other forces of a more mystical bent the Keeper may introduce to assist the investigators, though none are necessary:

- **Badger's Commandos:** The clandestine and idiosyncratic strike force of Section M, as mentioned on p.67 of the *Keeper's Guide*.
- **Majestic Pathfinders:** The Tlingit demon hunter unit tasked with battling Mythos forces. They are described fully in **Fighting Forces of the Antarctic Front**, p.356. Note that there are only five members of this elite group active at any time, and three are currently in Antarctica.
- **Otdel MI:** The shadowy Mythos-oriented division of Russia's NKVD, described fully on pp.77–82 of the *Achtung! Cthulhu: Guide to the Eastern Front*.

Aid may even come from an unexpected source: the enemy itself. Despite their common cause, the Nazi forces in Antarctica are not united in their ultimate goal, and this schism can potentially become a turning point in any battle. The Black Sun is dedicated to the awakening of the god in the mountain and instigating a worldwide epoch of madness and atrocity, while *Nachtwölfe* are focused on plundering the elder thing city for resources to strengthen the Third Reich. *Nachtwölfe*, presented here as foes, may even

Jumping the Gun

With the information provided by the reports they received en route to *Jeremiah*, and Byrd's own testimony, the investigators may have come to the conclusion that the real purpose of Nazi — or at least, Black Sun — involvement in Antarctica is to be found in the ruins of the Elder City. This is fairly close to accurate, as the real goal is the God in the Mountain. However, it is from within the Elder City that Black Sun is attempting to engineer the immense psychic scream that will rouse the god, and it is there that they must be stopped.

So why, the Keeper may be asking, does the campaign not simply leap forward to that locale? There are several reasons why the Allies and the investigators may not be able to — and may not want to — simply set their compasses for the Elder City, whip the dogs, or put the pedal to the metal and hope for the best. This section first describes all the reasons why it is a bad idea to jump ahead to that apparent *finale*... and then why it might be a good idea.

First, the investigators could face resistance from their own leaders within the Antarctic Command Group. The Allied forces themselves have a single overriding mandate: to stop the Nazi forces stationed in Antarctica, and chasing one of Hitler's mad occult conspiracies to a fabled city older than the dinosaurs seems less important than neutralizing German military bases, despite how compelling the argument may sound. The investigators may find themselves arguing with their commanding officers about the need to venture forward, which is frustrating but *welcome*, as it epitomises the ongoing human denial to dangers presented by the Secret War. The investigators should be the ones railing against authority, trying to sway the course of events, rather than simple cogs operating within the giant mechanism of the Allied war engine.

This chapter describes *Luftflotte Antarktika*, a locale of immense strategic importance that introduces the schism between the two Nazi occult factions (or affirms it if the investigators are already aware of the rivalry), and neutralises a major threat to the Allies' control over Ritscher Station. Control of this station will provide the Allies with a

much-better position with which to wage war in Antarctica and to pursue the fleeing German forces as they fall back and seek to regroup.

Also described here is Site 43, *Der Turm* ("The Tower"), the first edifice of the elder things the investigators may encounter, and an undeniable piece of evidence that something ancient and evil is here. Should the investigators have difficulty convincing the Allied Command Group of the necessity of directing its attention towards the Elder City and the Black Sun's research therein, the scale of — and obvious power contained within — this structure is irrefutable. The lowermost reach of the tower contains an entrance into a labyrinth of tunnels that allow the investigators to travel to the Elder City.

Within Ritscher Station lies the mouth to a series of tunnels that lead straight to Point 19, a German base situated on the edge of the Elder City (described in **Into the Depths**, pp.183–195). Equipped with a special navigating device, the investigators may already be en route to that location, in which case this entire chapter can be skipped, with the assaults on *Luftflotte Antarktika* occurring off-screen. Should the Keeper wish, the Allied Command Group may contact the investigators to inform them of the battle's outcome. If *Oberst* Wernicke or *Kommandant* Thaler have been taken prisoner (at the Keeper's discretion), either may be inclined to cooperate with Allied captors, and will prove enough of a potential source of information that the investigators may wish to return for a meeting.

If the investigators continue beyond Point 19, bypassing Site 43, and proceed directly to the Elder City itself, the Keeper should leapfrog them forward to **Black Ruins**, p.237. Though this is a foolhardy and dangerous course of action, there is little preventing them from doing so. However, they will likely find themselves woefully unprepared for the magnitude of the ruins, and the chance of actually finding Black Sun in the vast and labyrinthine architecture and stopping them is dramatically reduced.

Souls in metal cases, walking like spiders across
the ice. Yet another Nazi abomination..

R.D.



prove allies (untrustworthy at best) in the continuation of this campaign. To their minds, even an all-powerful Third Reich cannot exist in a world of utter madness and anarchy. Oberst Wernicke, commanding officer of *Luftflotte Antarktika*, is surprisingly pragmatic about the situation, and may switch loyalties with the turn of the tide and offer information to the Allies once she is in captivity.

Furthermore, the elder things themselves, though alien, may intervene against the Axis forces. While to them, humans are nearly indistinguishable from one another, the elder things have suffered already at the hands of prior expeditions and understand fully the threat the two Nazi groups present—not the threat to humanity, but to their own existence and goals. They no more want *Nachtwölfe* ransacking

due to wounds or insanity. Unless a group of allies are present to take care of an incapacitated investigator, the team must make a difficult choice whether to pursue the foes and continue the assault or to stay behind until their helpless companion is able to move on, if ever.

Leaving someone in that frozen realm without adequate means of survival is almost certainly a death sentence, however prolonged. See pp.100–104 of the previous chapter for a description of the rigors of survival in arctic climes, though any investigator incapacitated may have the associated tasks made considerably more difficult, if not impossible. The Keeper may elect to simply allow the investigators to rely on other forces engaged in the assault to pick up and tend to any downed-but-alive investigators, or even have them return as NPCs during a dramatic moment, a surprise to the investigators and enemy alike.

Antarctica is a very alien environment,
and you can't survive here more than
minutes if you're not equipped properly
and doing the right thing all the time.
— Jon Krakauer, “Krakauer in Antarctica”

their city for secrets of their technology than they wish the Black Sun to awaken the ancient god trapped in the mountain. If the investigators do not provoke the elder things directly, they may find the unlikeliest, and most powerful, of allies in these enigmatic beings.

Fates of the Fallen

The inhospitable Antarctic terrain is also tantamount to a death sentence for investigators who must be left behind

LAND VEHICLES

Early Antarctic exploration mostly involved travelling by foot wearing snowshoes, on skis, or by dogsled. Few conventional vehicles can withstand the extreme cold of an Antarctic winter. Even in summer, the warmest the continent gets is around 50 degrees Fahrenheit (10 degree Celsius), with nighttime temperatures nearly always falling below freezing year-round. The fluids, lubricants and fuels used by the majority of motorised vehicles, though resistant to freezing temperatures, are no match for such intense cold. The Keeper should require investigators to make Cold-Weather Vehicle Maintenance skill rolls **Cth** / Repair tests **Sav** where necessary.

If a sheltered base offers enough space to store such vehicles, a whole range of possibilities opens up, though the same conditions will apply to vehicles in use outside of the shelter

for any length of time. Specialized heating units can easily be installed and hooked up to batteries to keep engine blocks from freezing. All German vehicles deployed to Antarctica include block heaters as a standard feature.

Travel over snow and ice generally proceeds at a slower pace; control on slippery surfaces is difficult, and speed exacerbates that lack of control. Vehicles not primarily designed for snow will have to cut their maximum speed in half—at least—to avoid losing control. Drivers wishing to push their vehicles to travel more quickly will need to make regular drive rolls **Cth** / Driving tests **S^{av}** any time ice patches, ruts, bumps, obstacles, or other traffic are encountered.

Allied Ground Vehicles

AEROSAN NKL-26 AEROSLED

A propeller-driven snowmobile first developed by the Russians as early as 1905, the Aerosan (from *aerosani*, literally translated from “aero-sled”) has been a mainstay of winter combat. The NKL-26 is a multipurpose vehicle used for rapid troop movement, transport of medical supplies, mail delivery, border patrols, and even recreation. Lightly-armoured and military versions of the *aerosani* equipped with bow-mounted 7.62mm machine guns were introduced, and have gained popularity due to their effectiveness. The NKL-26 is one of the more popular models, powered with an automobile engine and able to seat a driver and one passenger. Larger models have additional seating capacity. Due to their practicality, the Nazis have captured a number of these and shipped them to Antarctica for use by the troops stationed there.

ALLIS-CHALMERS M-7 SNOW TRACTOR

A half-track snow tractor designed by the U.S. military for use as a remote rescue vehicle, the M-7 traditionally tows a large snow-trailer. The front wheels can be switched out with a pair of ski runners for additional speed in snow. Though manufactured without them, M-7s in Antarctica are all fitted with enclosed two-seat cabins—accommodating a driver and a single passenger (or additional cargo) and equipped with heating units.

ASD-400 BATTLE SLED

A heavier armoured version of the Soviet *Aerosan* (described below), the ASD-400 is a propeller-driven motorized sled, capable of transporting up to 20 military personnel. It is much larger than the snowmobile-sized *Aerosan*, consisting of a rectangular cabin sitting on four struts, with a 7.62mm machine gun turret atop it and twin-mounted 7.62mm machine guns on its prow.

BOMBARDIER MARK II “PENGUIN”

Developed by French-Canadian snowmobile manufacturer L’Auto-Neige Bombardier Limitée (a company owned by

Josef-Armand Bombardier), the Mark II is the refinement of the popular Mark I armoured snowmobile, itself an evolution of the recreational large-cabin B-12. Canada’s entry into the war forced Bombardier to shift to military vehicle production with a series of snowmobiles designed for troop transport. The “Penguin,” as it is popularly known, is essentially an armoured rectangular cabin on tracks. Though designed for military use, it does not boast any weaponry.

DOGSLED

Dogsleds are a godsend for travelling deeper into the continent, and though primitive, they remain by far the most efficient means of long-distance travel in Antarctica. While the dogs can mostly survive the cold thanks to their luxurious fur coats, even they are not immune to frostbite and death. Still, a dogsled can carry supplies and a human or two a great distance if the team is provided with sufficient food to maintain their body temperature.

On their own, a human on foot—or even on cross-country skis—could not carry sufficient supplies to last more than a few days, and shelter would need to be constructed each night and packed up in the morning, further limiting the available travelling hours. While this shelter requirement is no different with dogsleds, a far greater distance can be covered overall with less stress to the human members of the expedition. Furthermore, dogsleds are simply safer and more reliable. Dogsleds do not break down as often as vehicles, they require the same sustenance that their drivers and passengers eat, and they are far lighter and less likely to break through the ice and become stranded. Typically, a team contains nine dogs (male or female) deployed in pairs along a 10 yard (9m) line, with the most experienced dog in the lead.

Dogsleds can easily cover 20 miles (32km) a day with few rest breaks. Greater distance is possible, at the risk of injury to one or more of the dogs. A cumulative +5% chance is accrued for each mile/km travelled beyond 20 in a day. If one dog is injured, the chance of other dogs being injured increases to a cumulative +10% chance per mile/km over 20, as the remaining dogs must work harder to cover the same amount of distance **Cth** / for each mile/km travelled beyond 20 in day, draw an Action Card. If the card is a black deuce (spades or clubs), one dog has been injured. If one dog is injured, the chance of other dogs being injured increases, as the remaining dogs must work harder to cover the same amount of distance. In this case, continue drawing Action Cards for each mile/km travelled beyond 20 a day, with another dog injured if the card is a black deuce or a three **S^{av}**. On average, a dogsled can pull 150lbs (68kg) of weight per dog, meaning a nine-dog team can carry roughly 1,350lbs (612kg) of cargo.

The dogsleds stored aboard *Jeremiah* are a mix of Norwegian army sleds and light aeroplane sleds, each a mix of wood and metal construction, rigged to allow the dogs to be hitched in either a line or spread out in a fan formation. The most significant difference between the sled styles is

weight: with the Norwegian military sleds weighing twice that of the aircraft sleds. In a pinch, one or more humans, hitched at their waists, can draw a dogsled.

M-29 "WEASEL"

A tracked snow vehicle designed by the U.S. military based on work done by Sir Geoffrey Pyke (see the "Snow Plough" below), the M-29 represented the abandonment of most of the original design principles (a snow-screw drive) and a return to a simpler—and more reliable—tracked drive. The M-29 consists of an enclosed (though unarmoured) cabin sitting atop an armoured chassis, below which are dual 380 mm tracks. It is manufactured by the U.S. auto company Studebaker and a variety of M-29s have been rolled out, including an amphibious version. The M-29 boasts seating for four and has an operational range of roughly 165 miles (265km).

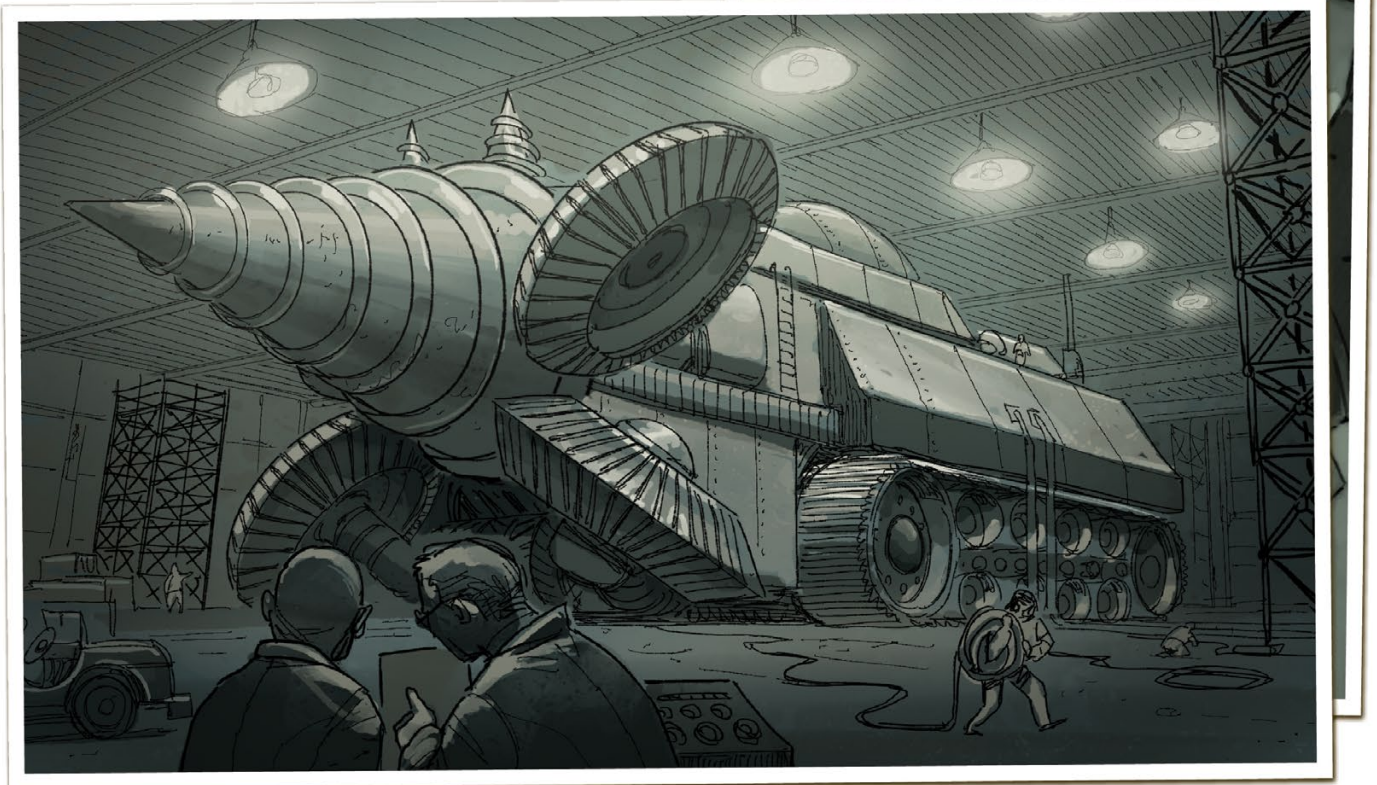
PYKE'S SNOW PLOUGH

When Germany occupied Norway, Sir Geoffrey Pyke put his mind to the challenges that arctic combat presented. Ideally, a squad of soldiers would be highly mobile, able to harass the enemy forces across a wide area, causing them to waste valuable troops deploying forces across a vast area. The solution Pyke devised was a screw-propelled vehicle, powered with the reliable Armstead snow motor. Lord Mountbatten, a Chief of Combined Operations, authorised the project and thus, "Project Plough" was born, turning yet another of Pyke's visions into reality. To develop the vehicle, Pyke travelled to America and worked on it for much of 1942.

In the end, however, Pyke returned to England, seemingly edged out of the project and reassigned to the top-secret Project Habakkuk. After his "dismissal", the U.S. military utilised Pyke's work as the foundation for the development of the more conventional tracked vehicle, the T-15 (described below), which was eventually the basis for the M-29 "Weasel" (described above). The three operational prototypes have been brought aboard *Jeremiah* for use in the assault. Each requires two operators, a driver, and another engineer to maintain the finicky screw-drive, which is prone to breakdowns.

T-15 SNOW TRACK

The first step away from Pyke's Snow Plough (described above), the T-15 boasted a conventional 380 mm tank-style track rather than Pyke's inspired—albeit impractical—snow-screw drive, and was the first to be manufactured in quantity (several dozen were made, but many did not survive testing). Like the Snow Plough, it uses a six-cylinder Studebaker Model 6-170 Champion engine, and is visually similar to the M-29, though with a boxier and less "finished" aspect to its appearance. Unlike the M-29, the T-15 is barely amphibious, with a slightly higher freeboard. All but a few of the operational examples of the T-15 are aboard *Jeremiah*, destined for the assault.



German Ground Vehicles

SD KFZ 251 HALF-TRACK

The German SD KFZ 251 is one of the more common vehicles in standard military use. It is a half-track, and close to ideal for Antarctic conditions when fitted with skis in addition to front wheels. Using a simple screw mechanism, the skis can be adjusted up if approaching terrain where the wheels would be of more use, or down for greater efficiency and control on snow or ice. The half-track is used as a multi-purpose vehicle for moving cargo, supplies, troops, and passengers over land. The back is fitted with a canvas cover, modified with additional insulating material to provide greater shelter from the cold. Other modifications include small vents to divert some of the heat generated by the engine to both the driver's compartment and to the cargo/

seating area. The heavy tracks to the rear provide more than adequate traction on snow, ice, and rock.

SD KFZ 2 KETTENKRAD

The SD KFZ 2 *Kettenkrad* is a strange hybrid, combining the steering mechanism of a motorcycle with a small truck bed and tracked wheels to the rear. It is useful mostly for ferrying planes from airstrip to hangar and back, but is also useful for short duration or small-unit transportation tasks. It is much lighter and more fuel efficient than the much larger half-track, but has correspondingly less cargo and/or passenger capacity. The *Kettenkrad* provides virtually no cover from the elements for the driver or passengers. It too can be fitted with adjustable skis for greater control on ice or snow.



Table 6: Allied and Axis Ground Vehicles

GROUND VEHICLES, ALLIED

Vehicle	Country	Spd.	Weapons	Damage	Crew
<i>Aerosatn</i> NKL-26 Aerosled	Soviet	6	2x 7.62mm machine guns	2D6+4	1+1
Allis-Chalmers M-7 Snow Tractor	US	4	—	—	1+1
ASD-400 Battle Sled	Soviet	6	3x 7.62mm machine guns	2D6+4	1+20
Bombardier Mark II "Penguin"	Canada	7	—	—	1+1
Dogsled	Any	4	—	—	1+1
M-29 "Weasel"	US	4	—	—	1+1
Pyke's Snow Plough	US/UK	5	—	—	2
T-15 Snow Track	US	4	—	—	1+1

GROUND VEHICLES, GERMAN

Vehicle	Country	Spd.	Weapons	Damage	Crew
SD KFZ 251 Half-Track	Germany	3	—	—	1+10
SD KFZ 2 <i>Kettenkrad</i>	Germany	3	—	—	1+1
Schneepferd	Germany	4	—	—	1+2
<i>Dachspanzer</i>	Germany	2/1 (boring)	—	—	1
<i>Landkreuzer</i> P.1000 Ratte	Germany	2	2x 280 mm SK C/28 gun turret	20D6 + 8 yd explosion	24+
			1x 128mm anti-tank gun	15D6 + 4 yd explosion	
			2x 15mm <i>Mausers</i> MG 151/15 autocannons	10D6 +2/1yd explosions	
			4x 20mm <i>Flak</i> 38 anti-aircraft guns	3D6	
			1x quad-mounted <i>Flak</i> 38 <i>Flakvierling</i> array	3D6	

SCHNEEPPERD

The *Schneepferd* (“snow horse”) was an early version of the snowmobile. It can carry one or two passengers at speeds of more than 40mph (64km/h) over snow and ice. Having no wheels, it is ill-suited for road travel, but the *Schneepferd* is primarily used for polar rescue missions and to deliver first-responders or fast troops to the scene rapidly. Like modern snowmobiles, it has a track and transmission running underneath the seating area, with skis on the front for steering controlled by motorcycle-type handlebars. Shifting is done in much the same way as on a motorcycle, and those wishing to operate one successfully will need at least some level of familiarity with operating a motorcycle, as the Drive Auto skill is not similar enough to be useful in this instance **Cth** / although the Driving skill is enough to use motorcycles in *Savage Worlds*, the Keeper might want to

consider a -1 penalty for investigators who have not used a motorcycle before **Sav**.

Only a dozen or so of these fast vehicles have been deployed to the Antarctic so far, but more are in production back in Germany for use in Scandinavia and the Eastern Front. The German High Command will send additional *Schneepferd*—at a rate of one or two at a time—whenever there is room to spare in an Antarctic-bound cargo vessel.

DACHSPANZER

The *Dachspanzer* (“badger-tank”) is a medium-weight tank with the addition of a boring device attached to the front in place of other weaponry. Capable of chewing through ice, snow, rock, or packed earth, the bore resembles a massive, round, spinning cheese grater more than a drill. Its purpose is to rapidly cut tunnels wide enough for a tank to traverse easily. The vehicle also features a blower chute; the crushed

Vehicle	Armour (Front/Side/Rear/Top)	HP	Handl.	Accel./ Decel.	Malf.
<i>Aerosatn</i> NKL-26 Aerosled	4/4/4/4	12	8	×4	97-00
Allis-Chalmers M-7 Snow Tractor	4/2/4/2	36	-4	×1	98-00
ASD-400 Battle Sled	4/4/4/4	24	6	×3	96-00
Bombardier Mark II “Penguin”	2/0/0/0	10	10	×4	98-00
Dogsled	0/0/0/0	8	12	×4	00
M-29 “Weasel”	4/4/4/4	40	0	×1	98-00
Pyke’s Snow Plough	2/2/2/2	24	2	×2	91-00
T-15 Snow Track	2/2/2/2	32	0	×2	95-00

Vehicle	Armour (Front/Side/Rear/Top)	HP	Handl.	Accel./ Decel.	Malf.
SD KFZ 251 Half-Track	2/2/2/2	50	0	×2	98-00
SD KFZ 2 Kettenkrad	0/0/0/0	20	-2	×3	98-00
<i>Schneepferd</i>	0/0/0/0	16	0	×2	96-00
<i>Dachspanzer</i>	8/8/8/8	40	-8	×1	91-00
<i>Landkreuzer</i> P.1000 Ratte	30/30/24/24	600	-8	×1	96-00

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GROUND VEHICLES, ALLIES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
<i>Aerosan</i> NKL-26 Aerosled	20/45	13 (1)	1+1		2× 7.62mm machine guns	40/80/160, 2d8+1, AP 2.
Allis- Chalmers M-7 Snow Tractor	10/25	12 (1)	1+1			
ASD-400 Battle Sled	20/45	14 (2)	1+20	—	3× 7.62mm machine guns	40/80/160, 2d8+1, AP 2.
Bombardier Mark II “Penguin”	20/40	8 (1)	1+1	—	—	—
Dogsled	10/20	6 (1)	1+1	—	—	—
M-29 “Weasel”	10/25	14 (2)	1+1	—	—	—
Pyke’s Snow Plough	15/40	12 (1)	2	—	—	—
T-15 Snow Track	10/20	12 (2)	1+1	—	—	—

GROUND VEHICLES, GERMAN

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
SD KFZ 251 Half-Track	5/15	14/9/9 (2/1/1)	1+10	—	—	—
SD KFZ 2 <i>Kettenkrad</i>	5/15	12 (2)	1+1	—	—	—
Schneepferd	5/20	14 (2)	1+2	—	—	—
Dachspanzer (half boring)	5/10	18 (4)	1	—	—	—
					2× 280 mm SK C/28 gun turret	Special* (KG, p121)
					1× 128mm anti-tank gun	100/200/400, damage Armor Piercing; 4d12 or High Explosive 4d8, AP 16; (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
Landkreuzer P.1000 Ratte	5/15	25 (10)	24+		2× 15mm <i>Mauser</i> MG 151/15 autocannons	24/48/96, 2d10, RoF 3, AP 2, Auto
					4× 20mm <i>Flak</i> 38 anti-aircraft guns	100/200/400, damage Armor Piercing, 4d10+1 or High
					1× quad- mounted <i>Flak</i> 38 <i>Flakvierling</i> array	Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon

Vehicle Malfunctions

Vehicle Malfunctions represent a vehicle's chance of breaking down while the user is making any skill roll related to its operation (Drive, Dogsled Handling, Pilot or Operate Heavy Machine **Cth** / Driving, Piloting or Repair **Sav**).

Cth A new value has been added to the **Call of Cthulhu** vehicle stats: Malfunction. If the user makes a roll equal to and/or within the Malfunction range, one or more parts of the vehicle have

broken down. (This is an adaptation of **Call of Cthulhu, Sixth Edition** vehicle chase on p.285).

Sav

If the user makes a Driving, Piloting, or Repair test and gets a Critical Failure, the vehicle has malfunctioned.

If a more specific result than a malfunction is desired, the Keeper should roll a D6 and consult the table below for additional information, describing the accident in terms relative to the vessel:

D6	Result
1	<p>Flat Tire, Slipped Track, or Loose Runner</p> <p>Cth This slows the vehicle to half its normal Speed until it is changed (no roll) or repaired with a successful Mechanical Repair roll.</p> <p>Sav The vehicle halves its Top Speed until repaired with a successful Repair test.</p>
2	<p>Engine Damage or Broken Harness</p> <p>Cth The vehicle's Speed is reduced by -2 each round until it stops. It must then be repaired with a successful Mechanical Repair roll to re-start.</p> <p>Sav Acceleration is halved (round down) until it is repaired with a successful Repair test.</p>
3	<p>Fuel Tank Punctured (or Sick Sled Dog): This problem can be ignored for the time being, but if it is not dealt with immediately, the next roll on the Trouble Table means that the fuel tank must be replaced (or that the dog has died).</p>
4	<p>Overturned:</p> <p>Cth The vehicle's operator must make a <i>Difficult</i> Pilot, Drive, or Dogsled Handling roll or the vehicle overturns and lands on its side, causing 1D3 HP damage for all living beings involved, and 1D4 points of structural damage to the vehicle. A Mechanical Repair or Jury Rig roll may be made to repair a damaged dogsled. The vehicle must be righted to be used again, requiring a combined STR vs. STR resistance roll for all concerned.</p> <p>Sav Roll Collision Damage for the vehicle and everyone inside. The Vehicle must be righted to be used again, requiring a Cooperative Strength test with a -4 penalty.</p>
5	<p>Roll: Identical to Overturned, above, though in this case the vehicle has completely rolled over, perhaps more than once, ending up upside down. Righting the vehicle takes two rolls: one to get it onto its side, the next to get it upright.</p> <p>Breakdown: The vehicle's engine sputters, grinds to a halt, and cannot be started.</p> <p>Cth The operator of the vehicle must make a Luck roll. Success means that the damaged component is repairable, or can be easily replaced or substituted with available equipment and tools (and a successful Mechanical Repair or Jury Rig roll). Failure means that the part is damaged beyond repair. If the vehicle in question is a dogsled, then it is the dogs' harness lead that has broken, and can easily be repaired.</p> <p>Sav With a successful Repair test, the vehicle can be fixed. If the result is a Critical Failure then the part in question is damaged beyond repair.</p>
6	

In case of a breakdown, a Cold-Weather Vehicle Maintenance roll **Cth** / Repair test **Sav** must be done to get the vehicle operational again. Generally, this maintenance will take 1D6 hours to perform, assuming tools are available (most vehicles in Antarctica are equipped with a tool chest for emergency repairs). If there are no tools, the task could simply be impossible (Keeper's choice, depending on the nature of the repair). Mechanics may need to make a successful Jury Rig skill roll in addition to any repairs **Cth** / apply a -2 penalty to the Repair test **Sav** if tools are not available. If the vehicle must be repaired in the outdoors, the amount of time it takes is

doubled, and if the repair must be performed without relevant tools and replacement parts, the roll becomes *Difficult* **Cth** / receives a -2 penalty **Sav**.

The Keeper should be aware that stranding the investigators without a working vehicle is tantamount to a death sentence. Lenience is encouraged here, whether allowing the investigators multiple attempts at jury-rigged repairs, or letting them sweat their fates for a while until a rescue arrives. This salvation can either come in the form of another Allied vehicle, or (more dramatically) a Nazi vehicle that the investigators must claim to survive.



rock and debris cut loose by the spinning blade is pulled away from the bore and into a metal chute, which throws the material into an attached wheeled metal bucket. The bucket is replaced as it fills by crews from the surface, who take the filled buckets to a dumpsite for later construction

Antarctica is a very unforgiving environment. If you don't train properly, you'll die.

— Lewis Gordon Pugh

use. The vehicle requires the driver to use the skills of Drive Tracked as well as Operate Heavy Machine **Gth** / Driving skill with a -1 penalty **Sav** to steer it and utilise the drill feature.

Additionally, the *Dachspanzer* can also be equipped with a metal plough blade mounted on the rear. However, every quarter mile (.4km) or so, the crew must reverse the vehicle to plough the pulverised dirt and debris out of the way to clear enough room to continuing working. This option is provided in deep range work areas where support crew is unavailable to clear the debris. Made from an alloy unknown to the rest of the world, the blades of these devices eventually wear down and need to be replaced, but are generally good for 2D6+10 miles/km of tunnel before needing replacement.

Dachspanzers use an enormous amount of fuel to drive the engines, the bore, and the debris blower, and the vehicle runs the risk of overheating if all three major engines are in continuous use for more than two hours at a time. Because of the extra machinery this vehicle requires, there is only room for one person within the tank, and conditions inside are so hot, loud, and generally uncomfortable that most drivers use the auxiliary steering mechanism provided in the turret so that they may drive with head and shoulders sticking out through the top hatch. Small windscreens covered with fine metal mesh are installed in a “v” shape around the front of the turret hatch to protect the driver from flying debris.

Major tunnel routes made by the *Dachspanzer* usually consist of two parallel tunnels—one inbound and one outbound—with occasional connecting tunnels for changing direction. These cross-tunnels can potentially be used as ambush sites in case of a hostile pursuer.

LANDKREUZER P. 1000 RATTE

A German-made super-heavy tank of immense scale, the *Landkreuzer P.1000 Ratte* (“Landcruiser” P.1000 “Rat”) was devised by Nazi engineers as their grandest war engine, weighing nearly 1000 tonnes, more than five times the weight of the heaviest tank yet built. At 36ft (11m) in height and 115ft (36m) wide, this behemoth would have torn apart roads it was driven over, and pulverized walls and

small buildings without flinching. With armour ranging from six to fourteen inches thick, the *Ratte* was set to dominate the battlefields. Despite this, Albert Speer thought it impractical due to the immense target it would present, and cancelled development of the tank in 1943. That was not the end of the project, however, and *Nachtwölfe*'s engineers saw it as an opportunity to demonstrate their engineering expertise, quietly re-opening the project and solving the design challenges left unresolved. *Oberst* Wernicke had the components for four of the tanks shipped to Ritscher Station and on to *Luftflotte Antarktika*, to be manufactured within its immense vehicle hangars, with elements of its superstructure re-enforced with *Blauer Kristall*-alloyed titanium. Currently, two of the *Ratte* are complete, with an additional two in assembly.

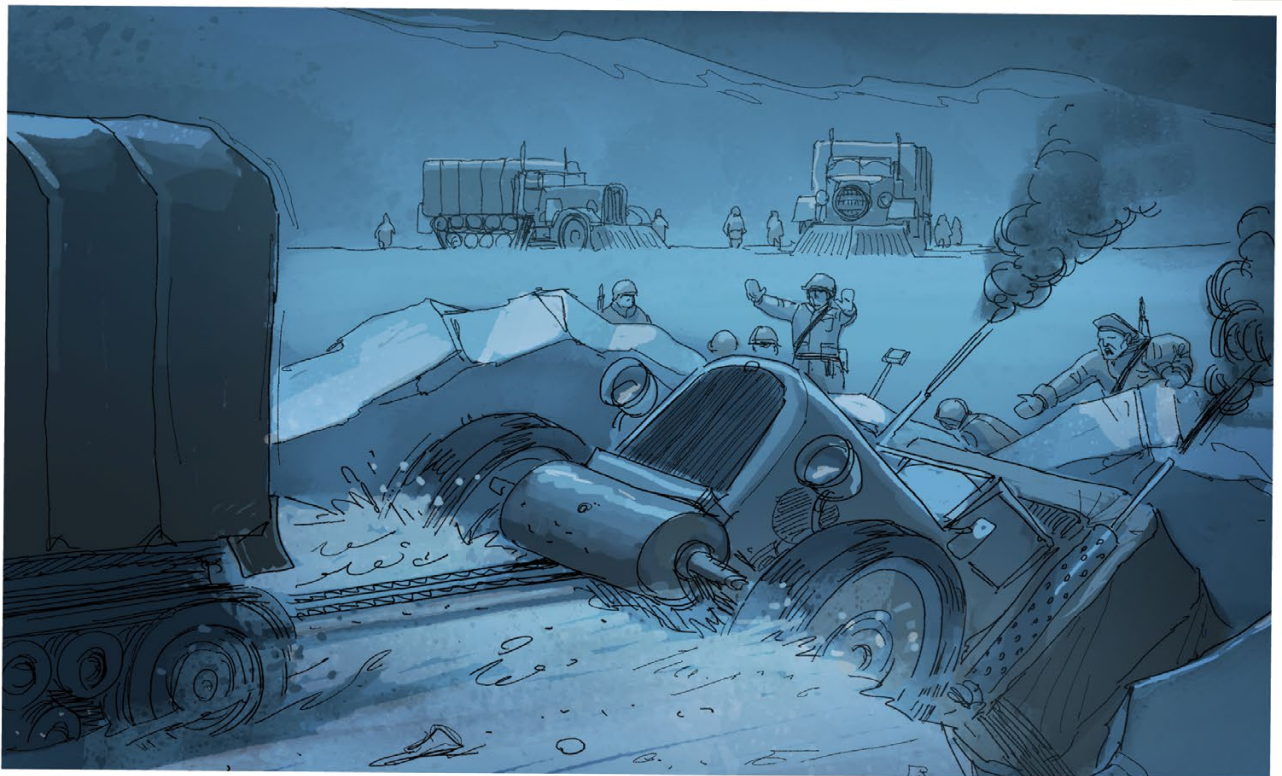
The *Ratte* is powered by eight *Daimler-Benz* MB501 20-cylinder marine diesel engines to move its immense bulk, and its primary gun is a dual 280 mm SK C/28, adapted from triple-barrelled *Kriegsmarine* battleship turrets. Additional armaments consist of a 128mm anti-tank gun, two 15mm *Mausers* MG 151/15 autocannons, and four individual 20mm *Flak* 38 anti-aircraft guns with four more *Flak* 38s mounted together as a *Flakvierling* array. It takes more than two dozen men to operate in combat conditions, and it can hold up to 200 tonnes of ordnance. The *Ratte* is relatively self-contained, its thick hull sheltering a series of storage compartments, a fully-functional lavatory, a small medical bay, and even storage of two SD KFZ 2 *Kettenkrad* (see p.138).

THE OVERLAND ROUTE

Travelling overland is the most direct method of pursuing the fleeing Nazi and Black Sun forces, or for reaching the next desired location, though it is also the most arduous means of crossing Antarctica. However, the investigators have access to an unprecedented variety of options allowing them to get wherever they need to travel. From the array of vehicles brought by *Jeremiah* or the motor pool in Ritscher Station, the investigators can use methods as low-tech as dogsleds or as sophisticated as Pyke's T-15 experimental snow ploughs or brand new *Bombardier* snowmobiles.

Investigators daring to use Nazi equipment have more options, ranging from Opel Blitz Trucks, *Panzers*, *Tigers*, *Sturmgeschütz*, SD. KFZ. 2, SD.KFZ. 251, etc., though only the latter of these are suitable for prolonged overland expeditions. Furthermore, Ritscher Station's fuel tanks contain the *Blauer Kristall*-laced non-freezing fuel, which will make any extended trip in a motorized vehicle safer, due to the reduced risk of breakdown.

The Shores of Death, pp.178–123, contains a wealth of information about conditions created by the Antarctic environment, and the Keeper is encouraged to use this information to help emphasize the danger the investigators face solely by being there. Outside of bases and installations, this is the most rugged and inhospitable place on the planet, with every mile/km a victory. Though the distance between Ritscher Station and *Luftflotte Antarktika* is relatively short and can be traversed in a matter of hours, the most important aspect that the Keeper should emphasize, once the



investigators leave Ritscher Station and the protection of the Allied fleet, is that they are in a stark and empty place, as lifeless and barren as any they have previously encountered.

Overland Travel Between Ritscher Station and *Luftflotte Antarktika*

Both German bases are located in the region called *NeuSchwabenland* by the Germans, *Dronning Maud Land* by the Norwegians, who first claimed it, and Queen Maud Land by most everyone else. Geography here is a mix of tremendous flat areas of white featureless snow interspersed with rolling snow-covered swells and rougher areas filled with sharp ridges and peaks of black rock, all amidst various breaks in the ice shelf that lead to incredibly deep crevasses. Though Black Sun and *Nachtwölfe* have sent plenty of vehicles between the two bases, no regular road has been established, and any tracks are quickly obliterated by the shifting snow. The cliff-side along the coast ranges from 60 to 180ft (18 to 55m) in height for hundreds of miles/km on either side of the German base, with only a few points low enough to sea level where a ship may land.

Near the shore, travellers may encounter living creatures such as the rare seabird, and more commonplace penguins and seals, though these grow less frequent the further one goes inland. **Creatures of Antarctica**, p.358–364, contains write-ups of these animals, if required, though the likelihood of conflict with these creatures is slight. After being shot at by the Nazis, who hunt and kill them for sport, and being preyed upon by the *Schnee-Koloss* and their riders, the wildlife has learnt to leave humans well enough alone and will usually flee on sight of humankind.

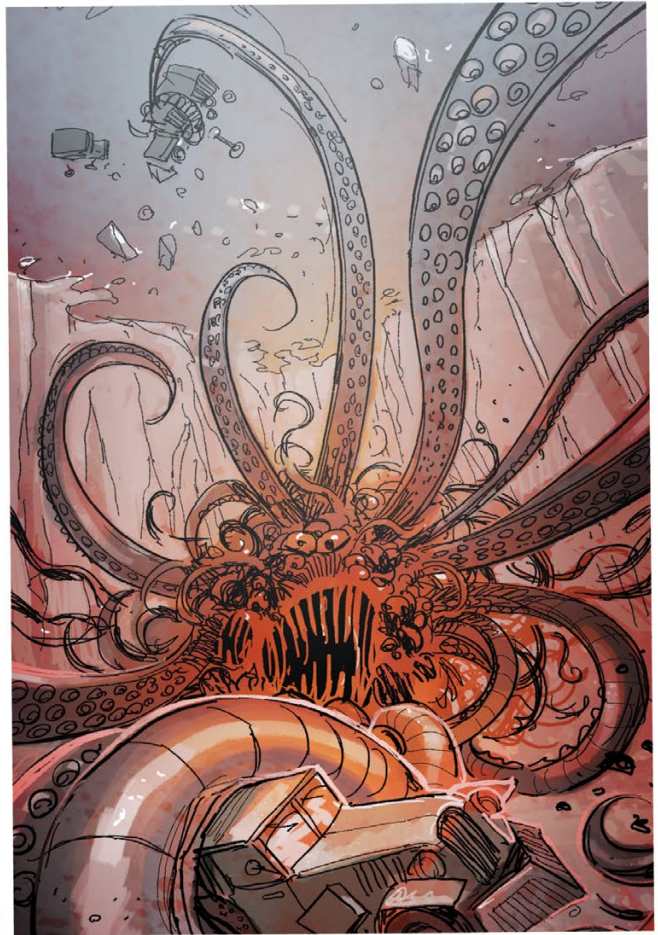
Depending on the outcome of the assault on Ritscher Station, the investigators and any other teams heading inland will potentially run into fleeing Nazis (which could turn into potential ambushes or surrenders), wayward patrols of *Schnee-Koloss* and their *Kolossreiters*, or even loose *Schnee-Koloss* whose riders have been killed. The section below covers some of these potential challenges. The Keeper can introduce additional challenges if need be, or can keep this section of the journey relatively straightforward and without incident. After the intense chaos of the prior battle, and the challenges to come, this might be the time for the investigators to have a relatively straightforward period of travel before being engulfed in a battle for their very survival.

The journey between Ritscher Station and *Luftflotte Antarktika* is a relatively short one, accomplished in a few days of driving or sled-work, while heading to Site 43 or the Elder City is a journey of weeks, and should not be undertaken lightly. While it is possible to do the initial voyage with only a day's worth of emergency rations, trusting to allies and the relatively short distance for safety, the trip to either of the latter two locations is an expedition, requiring days of planning, packing, and preparation.

Moving at Narrative Speed

At this point, rather than devoting the campaign to a detailed play-through of the cross-country trek, the Keeper may wish to minimize the time devoted to travel between *Luftflotte Antarktika* and Site 43, or may wish to break things up and introduce a few select encounters and craft the game play around these, versus a traditional “day one, make a roll” dynamic better suited for survival horror. Another approach might simply be to bypass all of the lengthy passage with a bit of narration stating something to the effect that the investigators have already made the gruelling journey across the Antarctic terrain and are now arriving at the next point of conflict.

Though the harsh, pitiless environment is eminently suitable to enforce the sense of alienation and isolation, survival horror represents an inexorable grinding down on the subjects, as they struggle to keep alive their hope of survival. This is directly in opposition to the emotionally charged thrill of immediate peril and action-based horror. Both approaches have their strengths, and the Keeper should pick the one that best suits the tone of the campaign, or select the best from either technique for a hybrid approach.



Overland Travel to Site 43 or the Elder City

Antarctic expeditions take months—even years—to plan. Each piece of equipment is evaluated and discussed before being selected, with criteria ranging from durability, weight, and disposability. Food and supplies are chosen carefully or are even manufactured to meet the needs of the expedition. Equipment is weatherproofed against the environment, and the men selected to go begin training in earnest as far ahead of the trip as possible.

Unfortunately, in the theatre of war there is rarely time for such deliberation, and the investigators will almost certainly be unready for the magnitude of a trip across the ice-bound continent, especially one where they will be battling Nazis as well as the elements. Fortunately though, they do not have to mount this expedition alone, and the investigators can receive assistance from the Antarctic Command Group should they wish for logistics and training in their planning for an extended Antarctic voyage.

An overland trip between Ritscher Station and Site 43 or the Elder City will take roughly 16–24 days, depending on which method is chosen and how many obstacles or setbacks are encountered. Dogsleds are by far the faster choice, but are less defensible than a motorized vehicle and require more time for camping and care of the animals. The investigators may wish to use a mix of transportation means, taking multiple vehicles, for example, or riding ahead in dogsleds with motorized vehicles behind carting supplies and additional fuel.

Unless they are so reckless as to head out across the Antarctic ice without any plan at all, the investigators should have a few days to ready themselves, packing their chosen mode of transportation with supplies, and working with Allied specialists to ensure that everything is in working order and functioning at full capacity. As for weapons, being allowed to take “as much as you can carry” may ring hollow due to the extreme restrictions on carrying capacity, but they will have little trouble getting adequate armament from the Allied quartermasters. Should the Allies commandeer any German vehicles (which are conveniently enough, already prepared to withstand the cold-weather environment), they may wish to make additional modifications such as re-labeling any instrumentation from German to a better-known language, and especially concealing any German markings on the vehicles to avoid friendly fire incidents.

Before the expedition is launched, the Keeper may require that the investigators perform successful rolls for skills such as Cold-Weather Vehicle Maintenance **Cth** / Repair **Sav** (ensuring the vehicles are ready), Dogsled Handling **Cth** / Driving **Sav** (picking the best dog and packing the sleds), Navigation **Cth** / Knowledge (Navigation) **Sav** (charting an initial overland route), Scrounge **Cth** (finding all of the required supplies) / Survival **Sav** (making sure all the preparations are in order). However, if they lack these skills or are in danger of jeopardizing the expedition by

failing any of these measures, they will also have backup in the form of skilled Allied personnel who can assist in seeing that everything is taken care of and that they are as prepared as humanly possible.

An additional feature that will arise while examining any maps of the area is in the final leg of the voyage. If the investigators are unable to find a means through the foothills that lead to the Elder City, they must then resort to climbing, an entirely different means of passage that requires them to abandon their dogs and vehicles in favour of climbing equipment.

Antarctica's Scale

If the Keeper has not already done so, this section of the campaign is the perfect opportunity to emphasize the vast, almost alien scale of Antarctica. The South Polar land mass is roughly the size of the United States and Canada, combined, and during the winter months, the freeze extends outward to nearly double the continent's size, until the thaw comes with the sloughing-off of icebergs the size of small countries. After days (or weeks) in the confines of the berg-ship (or other vessels) and then the relative claustrophobia of Ritscher Station, the sudden enormity of Antarctica can be a lot for the mind to process. The human eye is generally unaccustomed to such scale, and mirages such as the *Fata Morgana* are commonplace. Newcomers to the continent will find it difficult to estimate distances, due to the relative lack of intervening objects to make automatic, instinctual distance comparisons.

As one ventures inland, altitude increases gradually but noticeably, until one reaches *Luftflotte Antarktika*, which is well over 6,600ft (2,000m) above sea level. Visibility when it is not snowing or dark is exceptional, and any Spot Hidden rolls **Cth** / Notice tests **Sav** for noticing anything that is not white or camouflaged should be considered *Easy* (double the normal chance) **Cth** / receive a +2 bonus **Sav**. The silence of Antarctica is similarly intense, and any attempts at using the Listen skill **Cth** / Notice skill **Sav** should be similarly *Easy* **Cth** / receive a +2 bonus **Sav** as well. On the opposite side of that fence, attempts at Sneak or Hide are *Difficult* **Cth** / using the Stealth skill suffers a -2 penalty **Sav** given the incredibly open terrain and the widespread snow cover. The Keeper may even request a Sanity roll **Cth** / Nausea check **Sav** as the investigators' minds cope with this astonishing new landscape (0/1 SAN loss) **Cth**, though this may be avoided with a successful Survival roll, or if the investigator already has experience in such an environment.

The Keeper should emphasize that once the investigators emerge from the rough region adjacent to the coast, the terrain goes from being rough, to hilly, then to gradual slopes punctuated with ridges of jutting black rock, to open and flat. Once the terrain flattens, investigators may have difficulty discerning the sky from the ground on the horizon, causing mild headaches and vision problems common to

Table 7: Overland Hazards

Roll Cth / Card Sav	Event
01–10 Cth / Deuce Sav	Diverted: Due to a single or combination of impassable features in the Antarctic terrain (chasm, rocky ridge, dangerous ice sheets, etc.), the investigators are forced to divert from their course and find a new route. This does not offer any element of risk, but does cause the loss of one full day of travel time. A new Navigation roll Cth / Knowledge (Navigation) test Sav must be succeeded for the investigators to find a new course, or else the group continues being diverted for another day. In either case, while making the diversion, the Keeper should have the investigator with the highest POW make a Luck roll Cth / highest Spirit draw a card Sav . Success means Cth / if the card is of the red suit Sav no additional encounters are incurred, while failure means the Keeper should roll again on this table for an additional encounter.
11–20 Cth / 3 Sav	Lost: The party becomes lost, misdirected or is reading their instruments incorrectly, perhaps due to the magnetic fluctuations that are common at or surrounding the South Pole. All applicable members of the party can attempt a <i>Difficult</i> Navigate roll Cth / Knowledge (Navigation) test with a –2 penalty Sav to re-establish bearings and find the way back onto the correct path. This delay costs 1D3 days of travel time.
21–30 Cth / 4 Sav	Whiteout: The team is overwhelmed by a sudden snowstorm that renders them unable to even distinguish the horizon from the sky. Navigation attempts become <i>Difficult</i> Cth / Knowledge (Navigation) tests receive a –2 penalty Sav if involving a compass, and other means of navigation are impossible. A Survival roll Cth / Survival test Sav by the leader is required to ensure that the team is able to erect tents and/or other shelter before becoming completely snowbound. If the Survival roll fails, each member of the team must make a CONx5 roll to avoid taking 1 Hit Point of damage Cth / a Vigor test or receive a level of Fatigue Sav from exposure as the ice-filled wind tears, rasp-like, at any exposed flesh.
31–40 Cth / 5 Sav	Campsite: The party encounters a campsite. The Keeper should roll 1D4 to determine whose campsite it is: 1) Abandoned Antarctic explorers, utterly empty. This campsite provides little other than empty food containers, windblown tents, and odd pieces of broken equipment. 2) Cache left by a prior expedition, unspoiled. Marked with a flag (Keeper's choice as to nationality), this site contains canned and dried foods, tobacco, alcohol, and other necessities. Though frozen solid, they are all usable. 3) Cache, as above, but destroyed. Some force unbeknownst to the investigators found an expedition cache and utterly wiped it out, casting damaged supplies across the landscape. Tins are pierced and torn apart, dried goods are opened and scattered onto the snow, and containers holding liquids have been broken open. Closer inspection shows strange tears in the packaging materials. 4) A crashed aeroplane, <i>Luftflotte Antarktika</i> or Allied (Keeper's discretion), complete with the frozen remains of a pilot (and any additional crew) who brought the plane down intact but did not survive the night. At the Keeper's discretion, this may require a Sanity roll, with 0/1 points of potential SAN loss Cth / a Nausea test Sav .
41–50 Cth / 6 Sav	Ground Collapse: The investigators' vehicle (or sled) ventures out onto a large stretch of ground that turns out to be unstable. This will be signalled by a cracking and rumbling, and anyone making a successful Idea roll will realize what is about to happen. A <i>Difficult</i> Drive roll Cth / Driving (–2) test Sav is required (appropriate to whatever vehicle is being driven) to keep the vehicle roughly upright and relatively level. Investigators afoot may attempt a Dodge or Jump roll Cth / an Agility test Sav , with a success allowing them to leap to safety and remain unharmed. The ground beneath the vehicle(s) collapses and it falls 1D3 yards/metres downward, taking 1D3 points Cth / 1d6 points of structural damage Sav per yard/metre fallen. Any investigators inside the vehicle take 1 Hit Point of damage per yard/metre (a successful DEXx3 roll will cut this in half, rounding up) Cth / 1d8 points of damage for the entire fall (a successful Agility test will halve the damage) Sav , and any investigators outside the vehicle will take 1D6 Hit Points of damage (halved with a successful Jump skill roll) Cth / 2d6 points of damage (halved with a successful Agility roll) Sav .
51–60 Cth / 7 Sav	Anomaly: An inexplicable environmental anomaly develops in the immediate area, whether a sudden howling windstorm, a whirling vortex, or strange tremors that resonate across the ground. The event lasts 1D10 minutes in total, coming and going with drastic suddenness. This does not cause any damage or hindrance other than the unnerving strangeness of it, but a successful skill roll for Geology, Meteorology, or Survival Cth / Survival or Knowledge (Science) Sav will force the investigator making the roll to make a Sanity roll Cth / Nausea test Sav due to the complete implausibility of the sudden event. Failing the Sanity check Cth / Nausea test Sav means the investigator loses 1 point of SAN Cth / receives the standard effects for failing the test Sav due to the creeping sensation that the event was focused on them.

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(continued from the previous page...)

Roll **Cth** /

Card **Sav** Event

61–70 **Cth** /
8 **Sav**

Mechanical Failure: The investigators' vehicle breaks down and must be repaired before the journey can continue. A successful Mechanical Repair roll **Cth** / Repair test **Sav** must be made if it is a motorized vehicle (Jury Rig **Cth** / Driving **Sav** if it is a dogsled). This repair takes 1D6 hours to accomplish. Depending on conditions, the Keeper may require a Survival roll if the investigators are at risk for exposure while making the repairs. Failure means that those making repairs take 1 Hit Point of damage **Cth** / receive a level of Fatigue **Sav** from exposure and possible frostbite.

71–80 **Cth** /
9 **Sav**

German Ground Forces: An encounter with a group of 1D6+3 Nazis on the run from Ritscher Station or *Luftflotte Antarktika*, with one or more vehicles nearby. The Keeper should use relevant statistics from the Keeper's Guide or from **The Shores of Death**, pp.178–123. If the investigators are part of a larger group, this encounter may be increased to a small convoy of Germans in mechanized vehicles, also en route to Site 43 or the Elder City itself. Alternatively, if the encounter is between Ritscher Station or near *Luftflotte Antarktika*, it may be one or two *Schnee-Koss* and their *Kolossreiters* (p.116 for more information).

81–90 **Cth** /
10 **Sav**

Luftwaffe Sighting: The investigators are in the path of a plane from *Luftflotte Antarktika*, whether on patrol, en route back to home base, or heading inland to Site 43 or the Elder City. The Keeper should have the leader of the party make a Luck roll **Cth** / draw an Action Card (if any investigator has the Luck Edge, draw two cards and act on the best; if any investigator has the Bad Luck Hindrance, draw two cards and act on the worst; if investigators have the Edge and Hindrance between them, they cancel each other out) **Sav**. If the Luck roll is successful **Cth** / if the card is an 8 or more **Sav**, it is simply a cargo or passenger plane, not equipped for combat. Failure means that it is a warplane. The Keeper should use the write-ups of *Luftflotte Antarktika* pilots from p.108 and the list of their aircraft provided on p.157. In either case, the Keeper should have the pilot of the aeroplane make a Spot Hidden roll **Cth** / Notice test **Sav** to notice the party. If the roll is unsuccessful, the plane continues on its way without incident. If the roll is successful, the pilot will do one or more of the following (Keeper's choice, based on the most probable outcome); radio back to base to indicate that they have spotted an unknown party; circle around for a better look, determining more information about the intruders; commence with an immediate strafing run; appear to leave and then circle around, returning on a strafing trajectory. The aircraft will do 1D3 strafing runs before heading back to base, cutting short the encounter to save fuel.

91–00 **Cth** /
Ace **Sav**

Tekil-li! Tekil-li!: The party encounters a creature from the Mythos. If the investigators are within 100 miles (160km) of Ritscher Station, the encounter will be with one or more wayward *Schnee-Koloss*, either wounded and frightened from the assault on Ritscher Station, or even with the corpse of a slain *Kolossreiter* dangling grotesquely from the saddle. Write-ups of the rider is on p.117 and the beasts on p.362. If the encounter is outside of the range of Ritscher Station and closer to Site 43 or elsewhere, then it is much more dire. A snowdrift suddenly shudders and breaks loose, revealing a near-frozen shoggoth, awakened from its dormant state! This creature has been asleep for millennia, and portions of its body are still frozen and inert. The Keeper should use the description of shoggoths from **Call of Cthulhu, Sixth Edition** **Cth** / KQ, p.231 **Sav** halving the DEX **Cth** / applying a –1 penalty to all physical trait rolls **Sav** to represent the sluggishness from its gelid state. A Sanity roll **Cth** / Terror roll **Sav** is required, given the sudden appearance of the creature. Unaccustomed to dealing with humankind and motorized vehicles, the monstrosity will at first attempt to devour any sled dogs for quick sustenance, and will then turn its attention to the human passengers and crew. If this hazard is rolled again, the Keeper should substitute the result for another, such as a maddened *Schnee-Koloss*.

IF I HAVE TO CARRY EVERY MY MEN ACROSS THIS
ICE TO THOSE DAMNED MOUNTAINS I WILL!

— SGT. CARTER

long-term visitors to the South Polar Region. Wind howls, snow sweeps in, and no matter how many are in a party, the overwhelming feeling is that of loneliness and desolation. The Keeper should consult the guidelines for activity while exposed to the extreme cold as presented in the prior chapter. These guidelines will emphasize the rigors the investigators must undergo for mere survival, making the overland trek a challenge on all fronts.

Investigators wishing to continue inland
via aircraft can do so from *Jeremiah*
or from *Luftflotte Antarktika*.

Hazards of Overland Travel

For every full day spent travelling overland, the investigator (or non-player character) must make a successful Navigate roll **Cth** / Knowledge (Navigation) test **S^{av}** to keep the team headed in the correct direction. Success indicates that nothing unusual has happened, all obstacles were avoided or minimized, and that the journey continues without incident. Failing this roll means the opposite: the team has the potential to run into trouble. The Keeper should ask the same person who made the initial roll to make a second, *Difficult* Navigate roll **Cth** / Knowledge (Navigation) roll with a -2 penalty **S^{av}**. If this second roll is a success, the group loses one day's travel time, but encounters no further difficulty. If the second roll is a failure, the team has encountered a potential hazard and the Keeper should make a roll on **Cth** / draw an Action Card, drawing again if the result is a face card or a Joker **S^{av}**, and consult Table 7: Overland Hazards, p.146.

IN THE AIR: FLYING ACROSS ANTARCTICA

One of the least dangerous means of reaching the next destination is by air. The significant weight required for survival supplies (food, stoves, tents, etc.) means that every ounce must be carefully measured while on land, as it directly correlates with a living creature's expenditure of energy. This is less true with aircraft, which do not need to carry so many supplies and are not dependent upon human endurance. There have not been many expeditions to the South Polar Region, but almost all of the recent ones have utilized aeroplanes to cross the vast empty distances, moving men and gear quickly and without the need to rely on dogsleds (or human-driven sledges, in the case of the disastrous Cook race to the South Pole).

Flight across Antarctica requires skilled expertise and extraordinarily careful planning due to the extreme weather conditions, and considerable effort must be expended upon

vehicle maintenance. Even getting aeroplanes to operate in the extreme cold is a challenge, and keeping them free from snow and ice while on the ground and in the air represents far more effort than ground vehicle usage. Additionally, aircraft have limited fuel resources, and this limits flight destinations to locations within range of a return trip, and can make selecting each pound of cargo a critical decision. Regardless, taking to the air to cross the desolation of Antarctica is probably going to be the first choice of the investigators. If they push for air travel, the Keeper should accommodate this desire, as it continues the headlong rush of the narrative, and puts the investigators even more at the mercy of their equipment and fate.

Flying to *Luftflotte Antarktika*

The time spent in the air between Ritscher Station and *Luftflotte Antarktika* is relatively brief, less than a half-hour for all but the slowest of air transports, and any of the aircraft on *Jeremiah* are more-than-capable of making the round trip without any special considerations. For any military activities involving the concealed airbase, the investigators will be doing one of the following:

- An early scouting run in a De Havilland Mosquito or Westland Lysander (pp.123 and 124 of the *Keeper's Guide*), or in a Ford Trimotor (p.152). In such a case, the investigators will be tasked as co-pilots, navigators, or spotters, or will be asked to perform additional aerial surveillance, assessing the airbase's size, strengths, and weaknesses, in preparation for subsequent military action.
- Accompanying a bombing run, riding alongside Allied pilots and flight crews in De Havilland Mosquitoes or Fairey Swordfishes (p.123, *Keeper's Guide*), or in B-24 Liberators (p.152). The investigators may be tasked with navigation, spotting, manning machineguns, or assisting with bombardier duties.
- Travelling in fighter escorts, serving as pilots or co-pilots alongside the bombers, in short-range Supermarine Spitfires, De Havilland Mosquitoes, or US-made P-51 Mustangs (all described on pp.123–126 of the *Keeper's Guide*).
- Ferried to the site in a troop transport such as a Westland Lysander or a Douglas C-47 Dakota (pp.124 or 125, *Keeper's Guide*). In this case, the Keeper may wish to use the Dakota crew introduced in **The Floating Kingdom**, pp.36–37, as recurring characters. Unless the airstrips are secure (unlikely in the event of an assault), the investigators will be parachuting into combat.

For each of these methods of transportation, the Keeper should consult *Accessing the base* on p.154 and the suggested guidelines for an aerial assault on p.91 of the preceding chapter.

If the investigators do not take part in any of the actions against *Luftflotte Antarctica*, and instead spend this portion of the campaign involved in research, interrogation, or recovery after the events in Ritscher Station, they will be transported to *Luftflotte Antarktika* at such a time when a landing is safe, via the Dakota introduced in **The Floating Kingdom**, pp.36–37.

Flying to Site 43 or the Elder City

Investigators wishing to continue inland via aircraft can do so from *Jeremiah* or from *Luftflotte Antarktika* (if the airbase has been captured and its airstrips are intact). They should be able to requisition a suitable aeroplane for the voyage. The Antarctic Command Group, however, will not authorize more than an initial scouting expedition to the Elder City. As disturbing as the rumours are, they have little usable intelligence to act upon. Information gleaned from Ritscher Station and *Luftflotte Antarctica* about the Elder City is scant, and currently the Allied commanders simply do not know what the Germans are attempting to do. Interrogating key figures like Thaler and Wernicke, leaders of Ritscher Station and *Luftflotte Antarktika*, is fruitless, as neither is privy to the truth of what the Black Sun has discovered in the Elder City and what they are attempting to do.

The inarguable truth, however, is that few of the Allied heavy bombers or troop transports are capable of making the voyage, due to the extreme range and altitude. Manoeuvring through the Antarctic mountains is tricky and dangerous, best suited for lighter and more agile planes. Even if those planes could reach the city, it would, in all likelihood, be a one-way trip, as they require far greater landing strips than the information from the doomed Miskatonic expedition indicated are available. The commanders may suggest moving their base of operations and transporting *Jeremiah* from Ritscher Station to a point more within range of the Elder City, but that will take at least a week, and still does not address the problem of getting aircraft into the near-unassailable mountain ranges where the city is said to be located. If the maps are correct, there is a small makeshift landing strip at Site 43 that may make a good temporary landing and refuelling point for a further flight into the mountains.

THE RIGHT AEROPLANE

Travelling from Ritscher Station or *Luftflotte Antarktika* to Site 43 or the Elder City is a longer trip, ranging from six to twelve hours each way, based on the speed of the aeroplane, the speed the pilot chooses to fly at, and the weather conditions. This will require the careful selection of appropriate aircraft, the choice of gear and supplies based on weight and how essential they are, and loading the plane with as much extra fuel as possible. If the investigators are flying from *Jeremiah*, their options for the flight are limited, based on range and manoeuvrability

at high altitudes. They need a plane with at least a 1,000 mile (1,600km) range (refuelling at Site 43 a necessity), and if it is expected to ascend the mountains to the Elder City, it must have an operational ceiling of at least 20,000ft (6,100m), which rules out most heavy bombers, fighters, or transports the Allies have available. Additionally, it must be able to land and take off from a relatively short runway. The best option fitting these requirements is the Douglas C-47 Dakota (representing another chance to work with the crew from **The Floating Kingdom**, pp.33–75).

If another option is desired, it might be to take a smaller group of planes such as De Havilland Mosquitoes (a two-man plane, one of the fastest in the world, but it would need to refuel at Site 43 or elsewhere) or possibly P-51 Mustangs (a one-man plane with an astonishing range and operational flight ceiling), but the possibility of finding an improvised runway capable of landing a small flight wing of these is extremely small, even hopeless, and either solution would involve filling every available square inch of the plane with jerry-cans full of fuel, praying that additional fuel can be found, or taking additional planes loaded with fuel with the intent of abandoning them in the Elder City. If they have expanded their choices of aeroplanes to those captured at *Luftflotte Antarctica*, the best option is either the Ford Trimotor (described on p.152), a mainstay of Antarctic expeditions, or the German Fiesseller F1 156 “*Storch*,” a long-range reconnaissance plane capable of landing on short runways. If a pilot chooses the latter, rolls to read the German instrumentation will be required.

If they request a fighter escort, the Keeper should determine whether it is available based on the current situation. The shorter-range air-fighters are at a much greater risk than other aeroplanes. If they miscalculate the amount of fuel needed, they will not make it home, and if the plane malfunctions (very possible), the notion of parachuting into Antarctica and waiting for rescue is a foolish hope.

Hazards of Air Travel

Once underway, investigators, other than the pilot/s, have little to do but watch the barren, seemingly endless terrain unroll below them. Fortunately for them, flying is usually much-less eventful than ground travel. For every four-hour stretch in the air, the pilot of the investigators’ aeroplane (player character or NPC) must make a successful Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** to avoid any potential hazards and keep the flight on the correct trajectory. Success indicates that nothing unusual has happened, all potential hazards were avoided or minimized, and that the aeroplane does not encounter any difficulties. If this Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** is a failure, the investigators’ aeroplane may run into trouble. The Keeper should make a roll on **C_{th}** / draw an Action Card, drawing again if the result is a face card or a Joker, and consult **S_{av}** Table 8: Air Travel Hazards, p.150.

Table 8: Air Travel Hazards

Roll **Cth** /
Card **Sav**

Event

01–10 Cth / Deuce Sav	<p>Ack-Ack Fire: The aeroplane passes within extreme range of a Nazi encampment or military vehicle with mounted machine guns. If the investigators' aeroplane is visibly an Allied craft, they will be targeted, and suddenly the sky around the plane will be torn by the ratchet of large-scale machine gun fire, directed at them. The chance of an actual hit is very low (5%) Cth / d6 Shooting roll with a –4 penalty Sav, but the investigators' aircraft will be in range for 1D3 rounds, enough to rattle them. The pilot may attempt to evade the machine gun fire, requiring a <i>Difficult Pilot</i> roll Cth / Piloting test with a –2 penalty Sav to avoid any barrage which might land. If the ack-ack fire hits the plane, 1D6 rounds actually strike, each causing 2D6 Hit Points of damage Cth / make a single 3d6 damage roll Sav at such an extreme range. The aeroplane's fuselage will absorb some of the damage, and the rest of the impact will go through, into the cabin.</p> <p>Cth Each investigator should make a Luck roll. Success means the investigator is not in the line of fire. If the Luck roll is a failure, the investigator must make a Dodge roll to avoid being hit. Failing this roll means the investigator is struck and takes any remaining damage. Any fumble from these Luck rolls means that instead, the aeroplane's instrumentation or a vital system is struck, and an Aeronautical Systems, Electrical Repair, or Mechanical Repair roll must be performed to get the system operational again. The Keeper should determine which repair roll is required based on the proximity of the investigator to the system, and reduce the aeroplane's overall Hit Points by the points of damage that bypassed the plane's armour rating and <i>were not</i> absorbed by investigators.</p> <p>Sav If the prior damage roll inflicted a Wound, roll on the Critical Hits table as per the standard Savage Worlds rules. Treat a 2 or a 12 as a Crew hit.</p>
11–20 Cth / Three Sav	<p>Luftwaffe Sighting: The skies above Antarctica are emptier than almost any place in the world, but somehow the investigators have encountered another plane, and in this case it is German. The plane's identity will be either <i>Nachtwölfe</i> or <i>Luftwaffe</i> (50% chance of either, or Keeper's choice) operating out of <i>Luftflotte Antarktika</i>, or travelling between various German sites and bases on the continent. Any aeroplanes encountered will be from the hangars described on p.157 of this chapter. The Germans will react according to the situation: fleeing if it is an unarmed transport, engaging the investigators' craft if air-fighters, or continuing on their way if the investigators are in a <i>Luftwaffe</i> aeroplane.</p>
21–30 Cth / Four Sav	<p>Whiteout: The investigators' plane unwittingly heads straight into a storm, but rather than being simple snow-fall, it is a horrifying mix of hurricane and blizzard of a type later Antarctic explorers will dub "Herbies." Quickly, visibility is gone and the plane is buffeted by extraordinary winds and turbulence. The pilot, co-pilot, or navigator must make a successful Navigate roll Cth / Knowledge (Navigation) test Sav to read the instruments correctly and maintain the correct course (while not steering the plane into the ground), and the pilot must make a successful <i>Difficult Pilot</i> roll Cth / Piloting test with a –2 penalty Sav due to the poor circumstances. If either roll fails, the Keeper should ask for a second roll of the same type as the one that failed. If either roll is still unsuccessful, the aeroplane is forced to land.</p> <p>Cth The pilot must make a Luck roll to see if a suitable landing spot can be found, and a Spot Hidden roll to guide the aeroplane down. A forced landing in a non-ideal spot requires a <i>Difficult Pilot</i> check to accomplish. Failing this causes 2D6 Hit Points of structural damage to the aeroplane, and tosses any unsecured passengers around inside the cabin, doing 1D4 Hit Points of damage. Repairs to the plane require six hours per Aeronautical Engineering roll, with success restoring 1D3 Hit Points. Taking off from a non-ideal landing spot requires a <i>Difficult Pilot</i> roll.</p> <p>Sav The Pilot must make a Piloting test with a –2 penalty to land safely. Other investigators may make Notice rolls as a cooperative roll to the main Piloting test, representing them looking for suitable landing spots. If the Piloting test fails, the plane undergoes a hard landing, receiving 3d6 damage. All passengers roll 2d6 damage as well. Repairs are performed as per the Savage Worlds rules. Taking off from a non-ideal landing spot requires a Piloting roll with a –2 penalty.</p>
31–40 Cth / Five Sav	<p>Magnetic Anomaly: The investigators' aeroplane passes through a stretch of terrain that features a powerful and localized magnetic anomaly. A successful Physics or Meteorology roll Cth / Knowledge (Science) test Sav reveals that these anomalies have been theorized, based on compass readings in Antarctica. The anomaly plays haywire with the compass, requiring an immediate <i>Difficult Navigate</i> roll Cth / Knowledge (Navigation) test with a –2 penalty Sav to stay correctly on course. If the roll is a failure, the aeroplane is off-course for 1D3 hours, and an Aeronautical Systems roll Cth / a Repair test Sav must be made to get the compass working correctly.</p>

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Roll **C_{th}** /

Card **S_{av}** Event

41–50 **C_{th}** /
Six **S_{av}**

Iced Over: The Keeper should roll 1D6. Depending on the result, the wings (1–2), windshield (3–4), or propellers (5–6) of the aeroplane become iced over, and must be cleared before the aeroplane can proceed much further. A *Difficult* Aeronautical Engineering roll **C_{th}** / Repair test with a –2 penalty **S_{av}** can clear the ice while in flight, but otherwise the plane will need to land. The Keeper should consult the guidelines for emergency landings in “White-out,” above. If the wings or propellers are iced over, the Pilot roll to land is *Difficult* **C_{th}** / the Piloting test to land receives a –2 penalty **S_{av}** and if the windshield is iced over, a Spot Hidden roll **C_{th}** / a Notice test **S_{av}** is required to see the impromptu landing strip.

51–60 **C_{th}** /
Seven **S_{av}**

Aurora Australis: The plane passes through an area above which the *aurora australis* (“southern lights”) are active, multiple bands and curtains of colour flickering and dancing in the starry bowl of the sky. A successful Meteorology roll **C_{th}** / Knowledge (Science) test **S_{av}** lets the investigators know that it is common enough to this area, and generally harmless. Though it is a natural phenomenon, this particular manifestation is disturbingly vivid and unsettling, with unearthly light churning and writhing in the skies above. The experience is disturbing enough in this context to require a Sanity roll for all who behold it, with a 0/1 Sanity Point loss **C_{th}** / make a Nausea test **S_{av}**. Though the *aurora australis* is not harmful, it causes strange electrical surges, even to the point where inactive electrical devices (even battery-powered ones) will seemingly become active (or over-active), or the current will dim. Instrumentation aboard the investigators’ aeroplane will suddenly act up, causing a variety of activity. This will last for 2D6+6 minutes. The pilot should make an emergency Aeronautical Systems or Electrical Repair roll **C_{th}** / Repair test **S_{av}** to immediately restore any needed equipment to operational state. However, the electrics will eventually return to normal once the *aurora australis* is behind.

61–70 **C_{th}** /
Eight **S_{av}**

Fuel Leak: The pilot notices that something is wrong with the fuel supply, with instruments indicating that the fuel is either leaking or frozen.
C_{th} The Keeper should ask the pilot to make a Luck roll. Success means that the fuel is frozen, while failure indicates there is a leak. A successful Aeronautics Engineering roll will allow the pilot to determine the actual situation.
S_{av} The Pilot should draw an Action Card from the deck (if any investigator has the Luck Edge, draw two cards and act on the best; if any investigator has the Bad Luck Hindrance, draw two cards and act on the worst; if investigators have the Edge and Hindrance between them, they cancel each other out). If the card is an 8 or more, the fuel is frozen; otherwise, there is a fuel leak.
If there is a fuel leak, the pilot must land the plane and make repairs, requiring a successful Mechanical Repair roll **C_{th}** / Repair test **S_{av}** and taking 1D3 hours. The Keeper should consult “White-out” above for guidelines on emergency landings. If the fuel is frozen, a successful Aeronautics Engineering roll **C_{th}** / Repair test **S_{av}** will allow the pilot to adjust the fuel supply and increase the aeroplane’s interior heating supply enough to thaw it. If the roll is unsuccessful, the plane must be landed and warmed enough to thaw the fuel, taking 1D3 hours and requiring enough flammable material to create a wide — but carefully-controlled — blaze at a safe distance from the plane’s fuel tanks. If the investigators’ aeroplane is fuelled with the *Blauer Kristall*-laced fuel from Ritscher Station or *Luftflotte Antarktika*, the Keeper should ignore this result.

71–80 **C_{th}** /
Nine **S_{av}**

Mirage: The pilot has a sighting of the incredibly disorienting optical illusion known as *Fata Morgana*, where an object on the horizon is altered in shape, size, configuration, or location, sometimes rapidly adjusting as it is observed. This particular manifestation of the *Fata Morgana* is extremely disturbing, displaying a grim, shattered city amidst broken, sharp mountain spires, flickering in and out of focus. A successful Meteorology, Physics, or Survival roll **C_{th}** / Knowledge (Science) or Survival test **S_{av}** reveals the illusion for what it is, but the image is so vivid and disquieting that it requires a Sanity roll for anyone who sees it, with a potential loss of 0/1D2 SAN points **C_{th}** / Nausea test **S_{av}**. Other than the distraction it causes, and the obvious sense of foreboding, the mirage has no other effect.

81–90 **C_{th}** /
Ten **S_{av}**

Engine / Instrument Malfunction: Some component of the plane begins to malfunction, requiring an immediate in-flight repair. The Keeper should roll 1D6 to determine what type of system is faulty, and what skill roll must be made to repair it: a roll of 1–2 indicates it is a mechanical failure (Mechanical Repair **C_{th}** / Repair **S_{av}**); 3–4 indicates an electrical malfunction (Electrical Repair **C_{th}** / Repair **S_{av}**); and 5–6 represents a system like fuel control, etc. (requiring Aeronautical Engineering **C_{th}** / Repair **S_{av}** to repair). If the roll is unsuccessful, the system fails utterly in 1D6x10 minutes, more than enough time to land. Repairing the faulty system once it has failed will take three hours.

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Roll **Cth** /

Card **Sav** Event

91-00 **Cth** /
Ace **Sav**

Cold One: The aeroplane has somehow caught the attention of one of the forlorn, horrible race of incorporeal creatures known as the cold ones. Made by the mi-go to combat the elder things, this cold one is a remnant of that aeons-old conflict, drifting for time out of mind on the South Polar winds. It may pursue alongside, or simply dance around the wings and fuselage, not unlike one of the “foo fighters” sighted in the Northern European Theatre. If provoked, it may phase through the ship’s hull, wreaking havoc with the instrumentation, or outright attacking the investigators. See p.361 of **Creatures of Antarctica** for more information on cold ones. If this result is rolled a second time, the Keeper should pick another result.

As with land travel, the Keeper may wish to limit these rolls to a minimum, or to simply select events and craft a narrative around them. Few things will kill a sense of dread or horror more readily than the mundane, such as reducing the perils of air travel over Antarctica to a random encounter chart. Additionally, the Keeper may wish to simply gloss over the time spent in the air, having the investigators make a single roll for the entire trip, playing out the results of one or two carefully selected encounters, and then moving forward in the campaign to their destination.

AIRCRAFT

Aircraft can operate in Antarctic cold for limited periods of time. Designed for use in higher elevations that are naturally colder, planes have a slight advantage over terrestrial vehicles in that they can traverse distances far more rapidly, also avoiding land-bound obstacles such as crevasses and mountains. Still, the brutal cold takes its toll on aircraft as well, limiting the number of hours in the sky as the freezing temperatures creep into the aircraft’s vital systems, causing suboptimal performance at best, and malfunctions or stalling at worst. Ice collecting on the wings, as airborne moisture collects on the cold surface, can bring down a plane as surely as a malfunction, as the excess weight can unbalance the aircraft, and in extreme cases can cause the wings to break off completely. Steering becomes more difficult as the rudder and ailerons collect ice, limiting their range of movement.

Cth As noted on p.141, the Malfunction attribute has been added to vehicles operating in the extremely harsh conditions of Antarctica, and should be applied whenever the pilot makes a roll equal to or within the Malfunction threshold.

Sav Use the Malfunction rules on p.141 when the investigators pilot a plane in the extremely harsh conditions of Antarctica.

Allied Aircraft

CONSOLIDATED B-24 LIBERATOR

A US-made heavy bomber, the Consolidated B-24 Liberator is an improvement over the better-known Boeing B-17 Flying Fortress, offering a higher top speed, more carrying capacity, and greater range (at the cost of usability, being a more difficult beast to fly). The lightweight construction and upper-fuselage fuel tank placement make the bomber more vulnerable to belly damage, and the configura-

“Certainly dog driving is the most terrible work one has to face in this sort of business.”

— Robert Falcon Scott

tion of the wings make belly landings riskier. Because the more rugged B-17 is held in higher regard than the B-24, Allied Command in Europe was loathe to deploy B-17s to Antarctica and thus Jeremiah is equipped with the less-dependable B-24s. The B-24’s roomy fuselage gained it the moniker “The Flying Boxcar,” and its fore and aft compartments can accommodate 8,000lbs (3,269kg) of ordnance in each. It is less-popularly known as “The Flying Coffin” due to the sole point of entry being at the aft of the plane, only accessible *via* a narrow catwalk the crew must utilize when moving throughout the fuselage. The B-24 requires a crew of 11 and features ten M2 Browning machine guns mounted in four turrets and two positions at the “waist.”

FORD TRIMOTOR

The simple, basic design of the Ford Trimotor means that it is relatively easy to maintain and repair. Its three engines deliver a top speed of 150mph (241km/h), with a more typical cruising speed being around 90mph (145km/h). It has a range of 550 miles (885km) before refuelling, and carries a crew of two. A third crewmember—an attendant/stewardess—was added for commercial flights, but is not generally necessary in Antarctica. The Ford Trimotor can carry any

Table 9: Aircraft

AEROPLANES

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/ Rear/Top/Bottom)	Handl.	Accel./ Decel.	Malf.
Consolidated B-24 Liberator	US	24	10x M2 Browning machine guns	2D6+4	11	15/15/10/15	8	x1	97-00
			16 x 500lb bombs	Special					
Ford Trimotor	US	12	—		2	10/6/10/6	6	x3	99-00

AEROPLANES

Vehicle	Acc./TS	Engines	Climb	Toughness	Maneuverability	Range (miles)	Crew
Consolidated B-24 Liberator	15/120	4	12	16 (2)	-4	1300	11
Ford Trimotor	20/92	3	15	11(2)	1	550	2+10

Vehicle	Notes	Weapons	Weapon Statistics
Consolidated B-24 Liberator	—	10x M2 Browning Machine Guns	50/100/200, 2d10, AP4, RoF 3, Heavy Weapon, Auto
		16 x 500lb bombs	Special (see KG, p.121)
Ford Trimotor	—	—	—

combination of up to ten passengers or 3,000lbs (1,360kg) of cargo, and the plane can easily be fitted with pontoons or skis for landing in areas without airstrips. Robust, durable, and reliable, many remain in service in out-of-the-way places across the globe, years after its introduction in 1925. The Ford Trimotor was replaced in most commercial and military fleets in the 1930s with more advanced aircraft, but a few are still in service in Antarctica, particularly with the research expeditions such as the ones mounted by Miskatonic University in the United States, and the later Starkweather-Moore expedition.

LUFTFLOTTE ANTARKTIKA

With relations between *Nachtwölfe* and Black Sun virtually non-existent now, *Nachtwölfe* have had no alternative but to build their own base in the Antarctic. Using their new generation of mammoth jet transports, they have been able to airlift thousands of tons of equipment into the frozen continent circumventing the ever-growing Allied naval presence in the southern oceans while Black Sun's U-boats constantly run the gauntlet, evading destroyers and Allied submarine hunters.

Luftflotte Antarktika is the culmination of these efforts, and illustrates the incredible industrial and technical might *Nachtwölfe* represent, even in the closing days of the war, and with Germany in ruins behind them. Secreted beneath the ice and snow, the base is a major airfield that puts to shame anything the Allies could construct. It is built in a shallow valley inland roughly 70 miles (113km) from Ritscher Station. The station and all the forces therein are led by *Oberst* Hannah Wernicke, a *Nachtwölfe* loyalist with an aptitude for aeronautical engineering and possessing a strange and terrible secret.

Under Wernicke's supervision, *Nachtwölfe* engineers spent months constructing the *Luftflotte Antarktika*, concealing all but the runways beneath the ice and rock, even building huge hangars under the surface. Those structures that are required to be aboveground—such as the control tower and radar facilities—are either heavily camouflaged or built on huge hydraulic jacks that can raise and lower them when required, to ensure that any Allied patrols see nothing on the surface that might give away the base's existence.

In the rare event that a clandestine mission is made to the *Nachtwölfe* base without it being aware of events at Ritscher Station, there is a possibility that they will arrive to a scene of relative calm, with the sounds of classical music drifting across the snow-covered plain, incongruous

against the stark environment. This is a whim of Wernicke's, to occasionally entertain those stationed in such a remote wasteland. See p.162 for more information.

The Allies will inevitably become aware of *Luftflotte Antarktika* when one or more of the following occurs: if *Nachtwölfe* provides air support, the Allies will surmise a nearby airbase to house the planes; if the Allies have taken Ritscher Station and find information (or informants) who reveal the airbase's existence; and by observing the exodus of German soldiers fleeing Ritscher Station, attempting to make their way to the closest base.

Accessing the Base

Investigators and/or Allied forces arriving in this wide, flat valley will have difficulty finding the base at all, unless they happen to be present while the airstrips are in use. The majority of the base's installations and features are well concealed by a combination of camouflage netting, white paint, and a layer of snow and ice, blending into the landscape almost perfectly.

The following features may be visible, depending on what is being looked for, and are presented in the rough order they will be encountered if approached by land. See the map of *Luftflotte Antarktika* (below) for more information about how these features are laid out.

- Defence turrets around the perimeter of the valley. See The Perimeter (below) for a description of these.
- Mechanical, spider-like Crawlers patrolling the base's perimeter. See *Der Kriecher* (Crawlers), below, for more information.
- Three runways, described in "Runways," below, that are almost invisible to the naked eye when not in use.
- Six navigational radar beacons, two per landing strip, concealed in 9ft (3m) diameter domes, described on p.157 in the section titled Navigational Beacons.
- Two vehicle hangar entrances, one for planes, and one for ground vehicles. Usually the doors are closed. See p.157 and p.164 for details.
- The control tower, the most visible aspect of the base, described on p.158. Adjacent to it is the radar station.
- A radar jamming station, jutting out from a low nearby hilly rise on the valley floor. This facility is described on p.158.
- A 150 foot (46 metres) tall radio antenna mast, retracted when not in use, described on p.159.
- The reactor crater, a large impact site in the valley that has been utilised by *Nachtwölfe* as the building site for a primitive nuclear reactor. It is concealed by camouflage netting, and is described on p.165.

The remainder of the base's facilities are underground, and only the barracks (p.162) and the command centre (p.159) have access to the surface via locked and sealed doors.

If the investigators and Allied forces end up approaching *Luftflotte Antarktika* from the air (or arriving via air in addition to a land-based approach), the most visible aspects of the base are those that will be visible when in use, such as the radio mast, the control tower, the radar jamming station, or the patrolling Crawlers. The rest of the base's features are well concealed, camouflaged, or difficult to spot from the air (*Difficult Spot Hidden* roll *Cth* / -2 penalty to any Notice tests *Sav*). If things seem relatively quiet at the base, the investigators may be surprised to hear the soothing sounds of pre-recorded classical music playing over loudspeakers across the Antarctic snow flats.

However, in the event that *Luftflotte Antarktika* has been alerted and is ready for the Allied arrival, the situation will be quite different. The base's air fleet will already be in the air, launching pre-emptive strikes on the oncoming assault column making its way from Ritscher Station. At the airbase, all available vehicles will be ready and armed, patrolling the valley's perimeter or positioned to be used as stationary guns. The automated turrets will be out as support for the base's forces. Finally, all combat-ready *Nachtwölfe* troops will be arrayed for ground fighting, weapons ready, using the ridges of the valley and other slopes in the terrain as concealment and protective cover, with sniper positions for support where possible. In the event of a raid, *Oberst Wernicke* may even have German opera blaring loudly to rally the outnumbered *Nachtwölfe* troops. (Wagner, though overused, is Party-approved, and thus would be a suitably inspirational choice).

As with the prior raid on Ritscher Station, the Keeper should consult the rules for mass and vehicular combat presented on pp.159–170 of the *Keeper's Guide*. *Cth* / the Keeper should consult the Mass Combat and Vehicle Combat rules from **Chapter 4: Situational Rules** in the *Savage Worlds* rulebook, as well as pp.171–175 of the *Keeper's Guide Sav*.

The Perimeter

Beyond the airfield and the low slopes of the valley, the Antarctic snowfields stretch for miles/km in all directions, save for the sparse outcroppings of rock that jut through it. Surrounded by such inhospitable terrain, *Nachtwölfe* have little reason to patrol the perimeter of the base, particularly with the limited number of men they have available. However, ever wary of intruders, they have developed ingenious defences to ensure that any unwelcome visitors are swiftly neutralised.

Along the perimeter of the valley, hidden beneath the snow are a series of concealed remote turrets, powered by *Blauer Kristall* and programmed to detect heat traces within 30yds (27m). Once a target is detected, the turrets spring up from their hidden housings and unleash a salvo of bullets from their twin MG42 machineguns. These turrets have a 360° firing arc and will continue to fire until their targets are neutralised.

DEFENCE TURRET

Cth

STR n/a DEX 12 Hit Points: 20

Armour: 6 points of steel plate.**Weapons:** MG42 Machinegun 40%, damage 2D6+4, attacks 1/1 (burst), basic range 120yds.**Sav****Skills:** Shooting d6.**Toughness:** 12 (4).**Gear:** MG42 Machinegun (Range 30/60/120; Damage 2d8; Min Str d8; 50 shots; AP2, Auto, Snapfire).

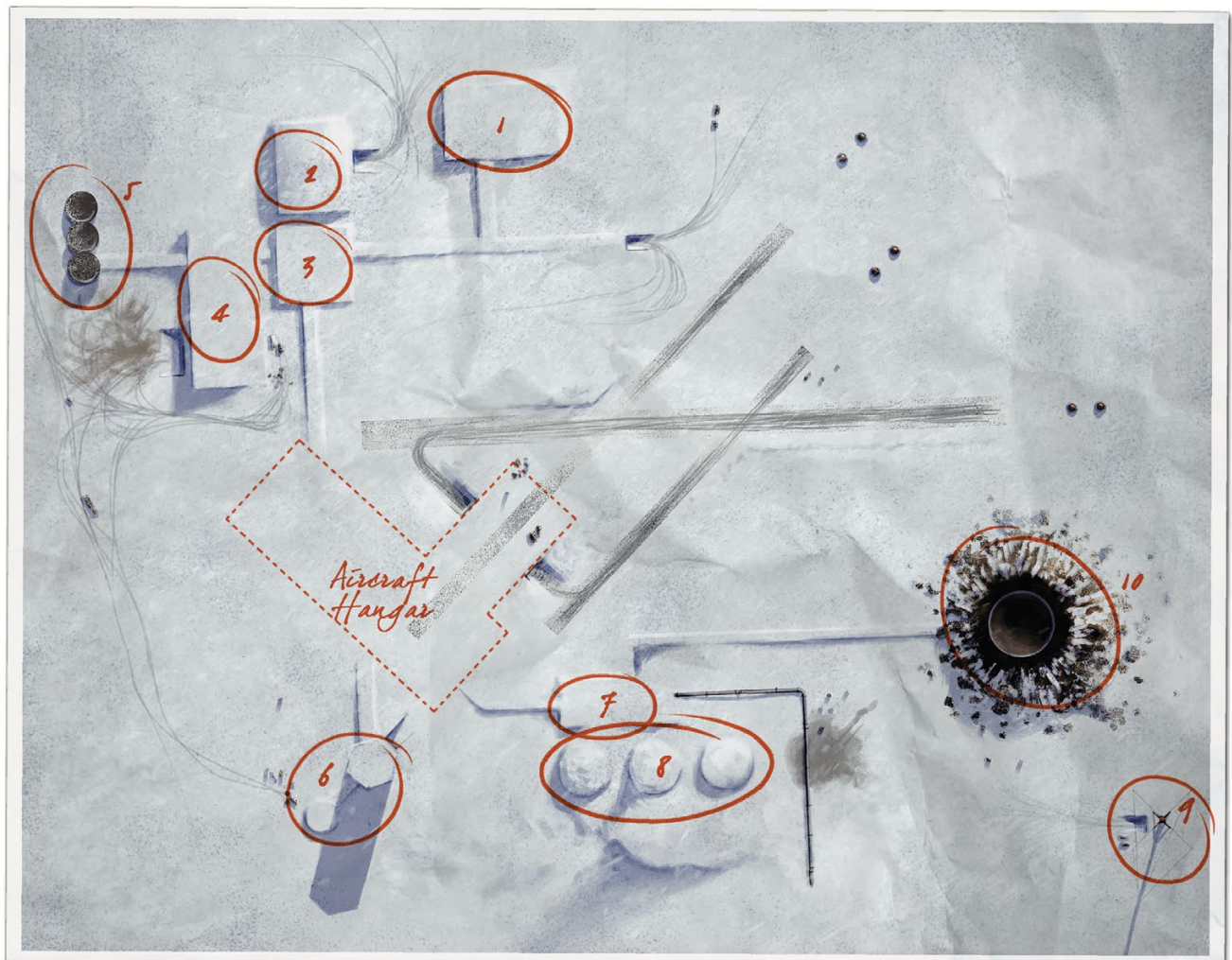
As if these weapons weren't enough to discourage intruders, *Nachtwölfe* have developed a far more terrifying deterrent to stalk the snowfields. Realising the limitations of the human body when operating in the frigid wastes of Antarctica, their technologists have created a hybrid of man and machine, though it bears little resemblance to the men who undergo the transformation into what have become known as *Kriecher*, or "Crawlers." Requiring no sustenance, these creatures prowl the snowfields beyond the perimeter without rest, ruthlessly exterminating all threats to the base.

Der Kriecher
("The Crawlers")

Nachtwölfe engineers have created a true horror that would put the fear of God into even the most insane Black Sun Master: *der Kriecher*, or "The Crawler." Built around human brains, these creatures have been stripped of all humanity and perfected as killing machines, utterly dedicated to their missions, with no concept of fear or mercy.

Physically, a Crawler is the stuff of nightmares, resembling an insect the size of a small pony, with six segmented metal tentacles that it uses to move across the snow at great speed. Its egg-shaped body is encased in thick steel armour, allowing it to withstand most small arms fire without damage. Its three electric eyes are mounted on the top of its body, equally spaced around its circumference to provide 360° vision, while two of the six tentacles are armed with *Nachtwölfe* Force Plates, which it uses to great effect against armoured targets. For combating softer targets, it prefers to use its whip-like steel tentacles to slash and crush its foes.

While a Crawler's humanity has long since been stripped away, its mind is capable of great cunning and its preferred method of attack is to remain hidden beneath the snow until a target is close enough to grasp and crush to death.



The creators of the Crawlers have come to realise that these creatures would happily inflict upon them the same fate, so all are installed with failsafe devices that cause the Crawler great pain. These devices are triggered by a specific radio frequency broadcast from the turrets that surround the perimeter of the base, preventing the Crawlers from entering the area. Should but one of those turrets be destroyed, it would be possible for the Crawlers to enter the base undeterred and wreak their revenge.

There are twenty of these abominations, and if they are encountered, the investigators' only saving grace may be that the Crawlers have been instructed to take prisoners if possible, and may suffice with subduing or incapacitating the investigators before signalling for *Nachtwölfe* re-enforcements via internal radio.

CRAWLER

Cth

STR 4D6+6 DEX 3D6 INT 2D6
CON 3D6+6 SIZ 4D6 POW 2D6
SAN n/a Hit Points: 40

Damage Bonus: +1D6; **Move:** 15.

Skills: Grapple 65%, Hide 75%, Sneak 50%.

Armour: 12 points steel plating.

Weapons: *Tentacle Slash* 65%, damage 1D10+db, attacks 1/1, base range 1 yd.

Tentacle Crush 65%, damage 2D8+db, attacks 1/2, base range touch.

Force Plates 55%, damage 2D6+6, attacks 1/1, base range 15yds. (see p.147 of the *Keeper's Guide*.).

Sanity Loss: 1/1D10 upon realization that these creatures were once human beings.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d10.

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8.

Charisma: +0; **Pace:** 10; **Parry:** 6; **Toughness:** 11(4).

Hindrances: —

Edges: Combat Reflexes, Sweep.

Special Abilities:

- **Thick Steel Armor (4):** Crawlers' thick steel armor is difficult to pierce.
- **Tentacle Slash:** Str+d8, Reach 2.
- **Tentacle Crush:** Str+d6, needs to grab (grapple) its enemy first.
- **Force Plates:** Force plates do 2d6 damage in a Cone Template as their most basic attack. Those hit by the attack must make a successful Strength or Vigor roll, using the damage rolled as a target number (whether or not it inflicted injury) or be knocked prone. See KG, p. 147.

The Runways

Luftflotte Antarktika has three runways, each built of concrete and painted white to match the surrounding snow, rendering them virtually invisible at first glance and dangerously tricky to use for those attempting a landing. *Nachtwölfe* technologists embedded infrared lights in the surface of the concrete, invisible to the naked eye but clearly delineating the three runways to pilots equipped with specialized goggles. These landing lights, combined with the navigational beacons, ensure that only authorised pilots are able to land without danger.

Of the three landing strips, Runway A (Takeoff) and Runway B (Landing) are designated for light aircraft use, while Runway C is for heavy use. However these definitions show *Nachtwölfe*'s ability to think on a grand scale; the two "light" runways dwarf anything in operation by the Allies, and even the huge B-29 with its 128ft (39m) wingspan could land comfortably on either one of them.



THE BOTTOM OF THE WORLD.
A TERRIBLE PLACE TO DIE.

—SGT. CARTER



Navigational Beacons

Another piece of ingenious and potentially lethal technology developed by *Nachtwölfe* engineers, the navigational beacons transmit a coded signal containing bearing and approach vectors to aircraft fitted with special receivers, ensuring the correct approach for the runways. Aircraft fitted with the correct receivers can detect the signal up to 20 miles (32km) distant, but the signal is heavily suppressed, requiring a *Difficult* Radio Operator skill check **C_{th}** / Knowledge (Communications) test with a -2 penalty **S_{av}** to detect for aircraft without the receivers.

More importantly, the signal is a carrier wave for a secondary signal akin to a mechanical virus that, once detected, will scramble the electronic systems of any aircraft without the receiver. This almost universally results in the total failure of the aircraft's controls, unless a second *Difficult* Radio Operator check **C_{th}** / Knowledge (Communications) test with a -2 penalty **S_{av}** is made. The virus, a by-product of *Nachtwölfe* research into Daoloth's true nature, is able to infect mechanical systems in a manner little understood, but it has proven to be particularly effective. Any aircraft that succumbs to the virus becomes uncontrollable, suffering a -50% penalty to any Pilot checks **C_{th}** / -4 penalty to any Piloting tests **S_{av}**, usually resulting in the destruction of the aircraft.

The beacon equipment is concealed within 9ft (3m) diameter domes formed of steel frames wrapped in white canvas. There are six of these, two apiece at the end of each runway. A successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** allows an investigator to see these domes, and a successful Radio Operator roll **C_{th}** / Knowledge (Communications) test **S_{av}** will identify them as heavily modified radio beacons. A second successful Radio Operator roll **C_{th}** / Knowledge (Communications) test **S_{av}** reveals that there are two signals

being broadcast, one concealing the other. The beacons can be disabled from the surface with force (Demolitions or Sabotage **C_{th}** / Knowledge (Demolitions) **S_{av}**), which will be highly visible to the *Nachtwölfe* radio operators below, or they can be disabled in such a way that they will seem to be operating normally, but will instead only broadcast the bearing and approach vectors.

In order to avoid friendly fire incidents, the turrets (see above) have been programmed to avoid shooting in the immediate vicinity of the navigational beacon domes, and will allow the Crawlers to handle threats to the domes themselves.

Hangars

Buried beneath the ice, the vast concrete aircraft hangars are accessed from the runways by three taxiways, which slope down to huge camouflaged doors, all but invisible from the air. Runways B and C lead through two side doors into the main entrance to the hangars, while Runway A is positioned to run straight out of the hangar, sloping gently up from the entrance. This allows aircraft to begin their take-offs from inside the hangar, greatly increasing the element of surprise for fighter aircraft launched to intercept enemy targets.

Inside the hangars stand the pride of *Nachtwölfe*'s air fleet, representing a new generation of aircraft undreamt of by Allied engineers. Among the scores of Messerschmitt ME-262 fighters used for base defence sit a dozen *der Adler* jets, all armed and ready for action (see the *Keeper's Guide*, pp.123 and 135 for information about Messerschmitts, and pp.135 and 146 for information about *der Adler*). These aircraft take pride of place in the hangar, but are accompanied by a plethora of other aircraft, ranging from Fieseler Fi 156 "Storch" spotter planes to *Junkers* Ju-52 transporters. These

are described on pp.121–122 and 134–135 of the *Keeper's Guide*. Additionally, three Ford Trimotors are stored here, distastefully foreign but reliable enough to merit their use. They are emblazoned with the swastika emblem on the wings and fuselage, to designate them as Nazi aircraft. A write-up for the Ford Trimotor appears on p.152 of this chapter. The Keeper may choose to add additional aircraft to *Nachtwölfe's* air force from sourcebooks such as the *Guide to the Eastern Front*, or create custom vehicles using the system provided in the *Keeper's Guide* on pp.155–158.

The hangar is constantly active as new aircraft arrive to disgorge the surviving remnants of *Nachtwölfe* to their final base and to maintain the aircraft in readiness, a daily struggle due to the rigors made upon machinery by the intense cold. Fighters are kept in a permanent state of readiness and mount regular patrols of the region to prepare for the inevitable arrival of the Allies. Personnel here include dozens of mechanics, technicians, pilots, and other flight crew, along with the occasional visiting *Nachtwölfe* or *Luftwaffe* officer (use the writeup for *Kriegsmarine* officers on p.107).

Control Tower

Positioned on a low hill behind the main hangar, the control tower is a massive concrete and steel tower some 50ft (15m) tall, perched atop four hydraulic jacks. When not active, the tower is lowered into a well in the ground to prevent

detection by enemy aircraft. Raising or lowering the control tower is not a quick process; taking ten minutes to complete, though fortunately the base's radar capabilities give it more than enough time to accomplish this feat. From the outside, a successful *Difficult* Sabotage skill roll *Cth* / Repair test with a –2 penalty *Sav* will disable the tower's ability to raise and lower itself. Inside, the chance of success is unmodified.

The hexagonal tower has armoured windows on all sides to provide a 360° view and is equipped with two 88mm anti-aircraft guns in pop-up emplacements on its roof (Heavy Weapons, 30%, damage 12D6, attacks 1/1, base range 1000 yds *Cth* / Range 100/200/400, damage Armor Piercing 4d10+1, AP 16 (AP), Medium Burst Template, Reload 1, Heavy Weapon *Sav*). The guns are usually unmanned, but when the base is under attack or at an alert state, each gun will be operated by two German Infantry Soldiers (Regular), from p.32 of the *Keeper's Guide*.

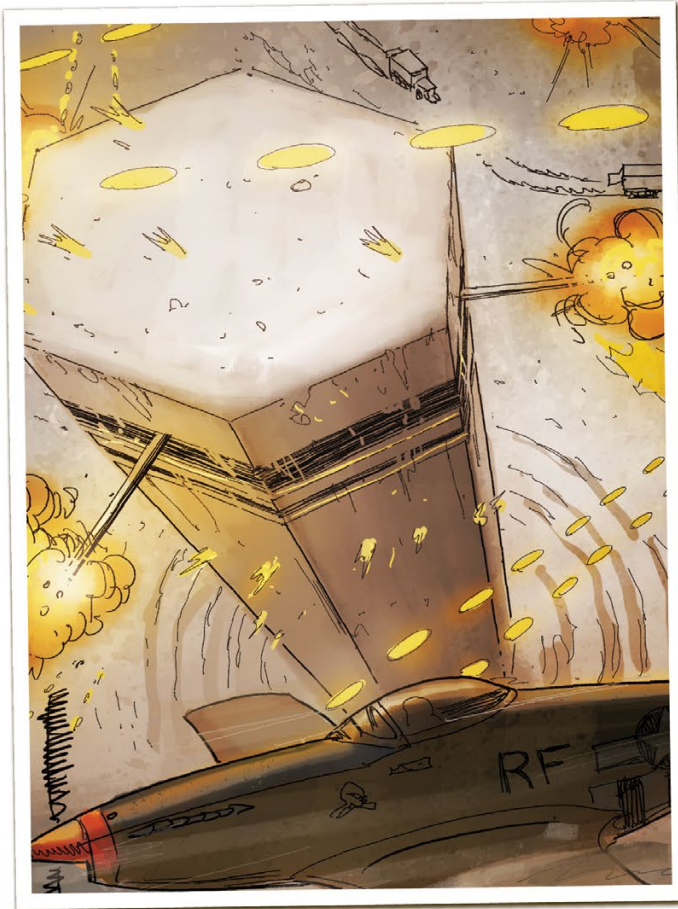
The control tower is connected to the rest of the base through an underground gallery with access to the tower via a steel ladder that rises and falls in the well between the hydraulic jacks. In addition, the control tower is accessible from the surface via a concealed hatch in its north-east face, requiring a successful *Difficult* Locksmith roll *Cth* / Lockpicking test with a –2 penalty *Sav* to open surreptitiously, or a successful Demolitions roll *Cth* / Knowledge (Demolitions) test *Sav* to blow open with explosives. Inside the control tower are a variety of *Nachtwölfe*-loyal technicians specializing in air traffic control (see p.108 of the prior chapter, and add the skills of Aeronautical Systems 50% and Radio Operator 35% *Cth* / Knowledge (Communications) at d8 and Repair at d8 *Sav*).

Radar Site

The UHF band radar antenna that acts as *Luftflotte Antarktika's* eyes and ears over the region is located beside the control tower, accessible via the same gallery beneath the snow. The bulk of the radar machinery is positioned below ground where the temperature is more easily regulated, with only the radar dish itself inside its protective fibreglass dome being raised above ground when in use. The powerful radar array has a range of 300 miles (483km) in optimum conditions though even the technological prowess of *Nachtwölfe* cannot prevent this range degrading in the terrible blizzards that wrack the Antarctic region. Due to these very weather conditions, *Nachtwölfe* will be unaware of the initial Allied assault. The radar stations are manned round-the-clock by a team of four *Nachtwölfe* technicians, identical to those in the control tower (above).

Jamming Station

The jamming station consists of three huge electromagnetic coils encased in fibreglass domes, but due to the delicate nature of the machinery within, they are not retractable,



relying upon camouflage netting to disguise their presence on the hillside. The jamming station generates an electromagnetic field around the base that fills enemy radar screens with static within 50 miles (80km). The generators are meticulously tuned to ensure they do not interfere with the base's own detection equipment, and are permanently manned by a team of four technicians (as above) who spend their days peering at oscilloscopes and double-checking dials to ensure they remain properly calibrated.

Unfortunately for *Nachtwölfe*, experiments in high-energy electromagnetics are still in their infancy. Should the system generators be sabotaged, they will produce a massive electromagnetic pulse that will fuse every piece of electrical circuitry within a 50 mile (80km) radius, including the critical calibration and cooling systems maintaining the base's experimental atomic reactor. If the reactor should go into meltdown, the base will be left without power and heat and will become uninhabitable within 48 hours.

Though *Nachtwölfe* have not fully explored the potential of electromagnetics as a weapon, they realise the danger such an event could present and maintain a watchful guard over the generators at all times. In addition to six technicians on the site, a *Nachtwölfe* Scientist oversees things (see p.110 of the *Keeper's Guide*). At least two German Infantry Soldiers (Regular) from p.32 of the *Keeper's Guide* will be on duty continually, and in the event of an alert, the guard will increase to at least eight men.

Should the investigators or Allies gain access to this section of the base, a successful Sabotage skill roll **C_{th}** / Repair test **S_{av}** could damage it to the point of inoperability, or an Easy Electrical Repair roll **C_{th}** / Repair test with a +2 bonus **S_{av}** could shut it down without harm.

Radio Antenna

When fully deployed, the hydraulically controlled radio mast stands almost 150ft (48m) tall and with the threat of discovery increasing daily; it is only raised from its well in emergencies. Due to the powerful effect of the jamming station, the antenna is positioned on the very edge of the base in order to minimise interference. Access to the mechanism used to raise and lower the tower, along with the radio room itself, is via a concealed hatch in the west face of the bunker, buried in the snow. A Spot Hidden roll **C_{th}** / Notice test **S_{av}** is required to locate the hatch while on the ground, while such an attempt from the air is *Difficult* **C_{th}** / receives a -2 penalty **S_{av}**.

The radio room beneath the steel mast is filled with amplifiers and capacitors and is manned around the clock by at least two radio technicians (see p.108), regardless of the status of the mast above it. When deployed, the powerful broadcast radio is capable of transmitting and receiving signals from as far away as Germany, bouncing its signals off the ionosphere. However, messages from Berlin have all but ceased now as the war reaches its seeming conclusion.

The antenna is now more commonly used to coordinate *Nachtwölfe*'s assets in Africa and South America, and with their aerial fleet still operating over the South Atlantic. Investigators or Allies gaining access to the antenna room and listening in on radio chatter will gain an invaluable insight into the status of *Nachtwölfe*'s deployment of forces, and a significant, if short-term, tactical advantage against that faction.

Command Centre

The hub of activity within *Luftflotte Antarktika*, the command centre is nonetheless a fairly quiet place, combining the features of an air-traffic control centre and a strategic command office. Grand in engineering and design, this is a split-level facility, with sections elevated around a command "theatre" at its heart, where *Oberst* Wernicke and her lieutenants handle all logistics of ongoing *Nachtwölfe* activities. The uppermost section of the command centre houses the technicians and ground-based officers who coordinate flights to and from the facility, relaying their instructions to the airstrips via telephone and to the in-air planes via short-wave radio. Additional sections of the centre cover simple aspects of supply, personnel, and logistics, usually equipped with desks, phones, and pneumatic tubes to get physical messages from one part of the office to another, and from the vehicle hangars, jamming station, control tower, and radar station.

The command centre's focal point is the war table, a heavy steel table with a lacquered wooden top, nearly 20ft (6m) in diameter, featuring a large world map etched into its surface. In this map, Antarctica is centremost, with the other continents skewed with a false perspective to diminish their importance (though Germany is stylistically emphasised to illustrate its importance to the ongoing war effort). Wooden markers indicate various types of strategic resources (planes, ground troops, ships, bases, etc.) deployed around the world, with small wooden rakes to push them around as they are transferred. Hoffman Base on Saxemberg Island is even denoted on the map, though no resource markers are placed on its position. From this map, it is obvious that *Nachtwölfe* and Black Sun have plans for Antarctica that extend beyond its use as a remote supply dump or fallback position.

Of special interest to the investigators are the specific locations of additional installations in Antarctica, particularly Ritscher Station on the coast, Point 19 (described in *Into the Depths*, pp.183–195), and the locations of Site 43 (a tower made by the elder things, described later in this chapter) as well as the Elder City itself (**Black Ruins**, pp.237–349, respectively). The map indicates vaguely that there are tunnels connecting Site 43 ("Der Turm") to the Elder City (located at a staggering altitude). This means of travel, the investigators should recognize (and the Keeper may emphasize), may be the key to entering the Elder City without alerting Black Sun to their presence via aircraft, and might prove far safer than climbing the Antarctic mountains to reach the ruins.

Should the investigators gain access to this chamber clandestinely, they will find it fairly subdued, almost a perfect illustration of the banality of evil, with an ongoing susurrant of office noise: typewriters clacking, murmured conversations, phones ringing, the hum of pneumatic tubes, paper rustling, and rubber stamps being pressed carefully onto documentation. In a time of crisis, however, the command centre becomes active, with officers relaying information through phone and radio across the base, coordinating their efforts on the war table below, and messengers darting back and forth between desks.

Usually on duty in the command centre are a variety of *Luftwaffe* and *Nachtwölfe* officers, and non-combatants such as cryptographers, stenographers, clerks, and logistics personnel. The latter group are described on pp.106–109 of the prior chapter, and for officers, use the write-ups for German Infantry Officer (Regular) on p.33 of the *Keeper's Guide*. The most important person that may be encountered here is *Oberst* Hannah Wernicke, commanding officer of *Luftflotte Antarktika* and a *Nachtwölfe* mystic.

Oberst Hannah Wernicke, Base Commander

A brilliant student in the science of aviation and aeronautical engineering, Hannah Wernicke was drafted into the *Luftwaffe* based on her doctorate work, completed almost a decade prior to the outbreak of the war. Though she was not especially interested in the ideals of the Third Reich at the time, Wernicke was nonetheless enthusiastic about the opportunities that membership brought her: access to planes, and the ability to engineer better ones. Once in the *Luftwaffe*, she quickly rose through the ranks, but tragically, she lost an eye in a terrible plane crash, effectively grounding her. *Reichsmarschall* Göring introduced her to *Generaloberst* Mina Wolff of *Nachtwölfe*, and soon thereafter Wernicke signed on, quickly acclimating to the occult world of the Secret War. As a member of *Nachtwölfe*, she could engineer planes of unimaginable power and speed.

Wolff also presented Wernicke with a special gift, “*das Blauer Auge*,” a prosthetic eye made of *Blauer Kristall* recovered during the *NeuSchwabenland* expedition. The Eye serves as a potent magical artefact, though one that is slowly killing Wernicke with its attendant radiation and its faint psychic link to Daoloth. She is plagued by terrifying dreams about the Render of the Veils, but despite all that she does not wish to part with the Eye.

Drawn inexplicably to Antarctica by the influence of the Eye, Wernicke soon recognised the remote posting for what it was: a blessing, and with it the chance to lead an airbase of her own, and to prolong the Third Reich no matter what might happen in Europe. Unfortunately, once in Antarctica, a deep and impassable schism with the Black Sun leader, *Kommandant* Thaler, led to increased paranoia between the two groups. Thaler does not trust Wernicke, feeling that she

is both ideologically impure and psychologically unbalanced, tainted by the influence of Daoloth. Thus, the alliance between Ritscher Station and *Luftflotte Antarktika* is strained at best, hostile at worst. If Thaler has arrived in flight from Ritscher Station (instead of heading to Point 19), there is a roughly equal chance he will attempt to usurp Wernicke's authority, or that she will attempt to have him confined “for his own protection.”

Appearance: Wernicke possesses a hard, angular beauty that is often missed on first impression. Slender, with a trim, athletic build, she has a sinuous, almost catlike grace, and maintains a quiet, calm presence, a smile playing at the edge of her lips. Her obsidian-black hair is severely cropped, worn straight and at jaw length, and her left eye is an icy mix of grey, blue, and green. A thin scar leads across her forehead and under the black metal patch worn over her right eye, which is engraved with an ornate, swirling intaglio of Germanic design akin to Celtic knotwork. Her blue crystal eye, however, has tinted the skin around its socket a pale blue. When she removes the eye patch, a cold blue glow emanates from the Eye. She wears the standard black Nazi uniform for an *Oberst*, albeit with the *Nachtwölfe* wolf-head insignia featured discretely.



STR 11	DEX 14	INT 15	CON 13
SIZ 10	APP 14	POW 16	EDU 17
SAN n/a	Hit Points: 12		

Damage Bonus: n/a.

Armour: *Nachtwölfe* armour breastplate.

Skills: Aeronautical Systems 50%, Archaeology 30%, Art (Piano) 60%, Astronomy 35%, Chemistry 35%, Climb 40%, Close Combat 30%, Cold-Weather Vehicle Maintenance 35%, Combat Engineer 35%, Command 60%, Craft (Engineering) 50%, Cthulhu Mythos 10%, Damage Control 25%, Dodge 40%, Drive (Automobile) 40%, Electrical Repair 45%, History 75%, Institutional Lore 40%, Library Use 50%, Listen 60%, Military Doctrine 40%, Occult 50%, Parachute 50%, Persuade 40%, Physics 50%, Pilot (Multi-prop) 35%, Pilot (Single-prop) 75%, Radio Operator 35%, Spot Hidden 40%, Survival 50%, Tactics 45%, Use Atlantean Technology 35%.

Language Skills: Own Language (German) 75%, Other Language (English) 35%, Other Language (Russian) 25%, Other Language (Enochian) 20%.

Das Blauer Auge: Wernicke's right eye, lost in an aeroplane crash, has been replaced with one made of *Blauer Kristall*. It serves as a Magic Point reservoir (akin to the crystals used by the elder things, described on p.176 of *Call of Cthulhu, Sixth Edition*), with a capacity of 20 Magic Points. It is currently full. Though large amounts of the *Blauer Kristall* are known to instil madness, the Eye is

NEW SPELLS

Wernicke's Grimoire

The following spells are known by Oberst Wernicke, and may come into play in the campaign during the assault on *Luftflotte Antarktika*, or beyond, should she survive.

CALL/DISMISS DAOLOTH

Cth This spell is referred to in *Call of Cthulhu*, *Sixth Edition* core rulebook, but does not appear there. Though other versions of the spells have appeared in other *Call of Cthulhu* publications, this version is specific to **Achtung! Cthulhu**.

The Render of Veils waits beyond this world, seeking any opportunity to tear through the curtain of reality and expand, infinitely. To summon a portion of Daoloth's presence to this world, the caster must first find an idol representing Daoloth. Because it is impossible to create an accurate representation of the Render of Veils, a figurative likeness will suffice.

Unless the caster of the spell desires to have all the surrounding area subsumed, unchecked, with Daoloth's manifestation, certain precautions should be taken. A warding area must be prepared, using an already-existing consecrated circle, or a new area defined on the ground in some fashion into which the caster invests 1 permanent point of POW per yard/metre in diameter to define the constraining area, so a 6 yard/metre circle would require the investment of 6 points of permanent POW. These points can be gained through human sacrifice, if desired. At the Keeper's discretion, an area already warding with the Elder Sign or the Eye of Light and Darkness will suffice for the purposes of keeping Daoloth's manifestation from expanding unchecked into this world. Note that this spell can be cast without taking this precaution, but the caster and all involved will likely perish, dislocated into strange horizons by Daoloth's manifestation.

The caster must expend 1 Magic Point, and as with other Call/Dismiss spells, others can join the caster, each sacrificing an additional 1 Magic Point, up to a total of 100. Each Magic Point expended on the spell must be met with 1 minute of uninterrupted chanting, and adds 1% to the chance of success. The Keeper should total the number of Magic Points spent by the caster and fellow participants in the ritual, and roll a D100 to determine if Daoloth appears. Daoloth will not appear in any place where there is light, so the intended summoning spot and all involved with the casting must be in pitch-blackness. Even a single candle's light will incur Daoloth's disinterest. Furthermore, the spell must be performed at night under a cloudless sky, even if the spell itself is being cast indoors or underground.

Once present, Daoloth's manifestation gives off an inner light, requiring Sanity rolls once seen. If unconstrained by

a magical warding, Daoloth will expand into the universe. See pp.187–188 of *Call of Cthulhu*, *Sixth Edition* for more information about this aspect of Daoloth's behaviour once summoned. It will only expand to a total of 1 yard/metre per Magic Point used in the spell, with the following caveat... that anyone engulfed within Daoloth's expansion is drained of Magic Points, sent unconscious to strange new dimensions, and Daoloth will use the drained Magic Points to continue to expand. If cast in a heavily populated area and allowed to grow unchecked, Daoloth's SIZ could expand exponentially until it is dismissed, destroyed, or loses interest and departs.

Dismissing Daoloth follows the rules provided on p.221 of *Call of Cthulhu*, *Sixth Edition*. The Keeper may allow the Curse of Darkness spell to have the same effect, if desired.

CALL/DISMISS DAOLOTH

Sav Casting this spell follows the rules for call/dismiss deity in *KQ*, p.199.

This spell draws Daoloth to a location focused on an idol exhibiting the likeness of the Render of Veils. To keep Daoloth's manifestation from expanding unchecked and exponentially, a warding area must have been defined, with a diameter equivalent to a Large Burst Template (roughly 11 meters) for each human sacrifice performed there. The spell can only be cast in complete darkness and at night under a cloudless sky, even if the spell is being cast outdoors or underground.

CLOAK OF FIRE

Casting Modifier: -4

Range: Self

Duration: 4d4 rounds

Cost: Horror (-2)

At the cost of great pain to the caster, this spell increases his or her movement and augments his or her combat defence. The spell wreathes the caster in weaving, glittering points of light, each a flickering white-hot spark dragging a luminous trail. The caster rises several inches off the floor so that his feet no longer touch.

In game terms, the cloak of fire provides the following benefits to the caster:

- The caster's Pace is doubled.
- The caster's Armor increases by two points.
- Any touch or hand attacks performed by the caster gain an additional +1d6 damage; half the total damage also applies to the caster, as the cloak of fire damages him or her.

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ENTHRALL VICTIM

Casting Modifier: -1

Range: Smarts

Duration: Special

Cost: Nausea (-2)

This spell entrances the target. The caster must be able to speak calmly with the target before the spell can take effect. After a round or so of talking, the victim must make a Spirit roll opposed by the caster's Knowledge (Mythos) score when he cast the spell. If the roll fails, the victim stands struck, numb, and dumb, until relieved from the trance by a physical assault or some similarly shocking event (the Keeper might ask for a Notice roll from the victim depending on the exact event). If the caster fails to overcome the target, he or she may try the spell again the next round.

relatively small, and Wernicke's willpower strong enough that it has not yet affected her.

Weapons: *Walther PPK Pistol* (Handgun) 50%, damage 2D10+1D3 fire (special, see below) attacks 3/1, base range 30 yds.

MP40 Maschinengewehr (Submachine Gun) 50%, damage 1D10, attacks 2/1 or burst, base range touch.

Spells: Alter Weather, Contact/Dismiss Daoloth (p.161), Cloak Of Fire, Dominate, Enthrall Victim.

Note: Wernicke wears a *Nachtwölfe* blue-crystal-infused iron armour breastplate, and her Walther PPK is loaded with *Feuerflügel* ammunition. See pp.147-149 of the *Keeper's Guide* for more information on these.

Sav



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5.

Skills: Atlantean Technology d6, Climbing d6, Driving d6, Fighting d6, Investigation d8, Knowledge (Archaeology) d6, Knowledge (Battle) d6, Knowledge (Chemistry) d6, Knowledge (Communications) d6, Knowledge (English) d6, Knowledge (Enochian) d4, Knowledge (History) d10, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Physics) d8, Knowledge (Russian) d4, Notice d8, Persuasion d6, Piloting d10, Repair d8, Shooting d8, Survival d8.

Hindrances: Bloodthirsty, Fanatic, Mean, One Eye.

Edges: Attractive, Command, Icy Calm, Mechanically Inclined.

Gear: *Walther PPK Pistol* (10/20/40, damage: see below, Shots 7, Semi-Auto), *MP40 Maschinengewehr* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), *Nachtwölfe* armour breastplate.

Special Abilities:

- **Insane:** Wernicke is totally insane. Insanity gives her strength beyond normal men. She gains a +2 bonus to both Toughness and any attempts to Unshake. She also ignores the first two penalties from Wounds. She is also immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- ***Nachtwölfe* armour breastplate:** A bullet impact in this blue-crystal-infused iron armour breastplate results in a bright blue flash of light as the armour redirects the force of the bullet, meaning that the wearer only suffers half damage. Draw a card from the Action Deck each time the armour is used. If the card is a black face card, the armour shatters. See KG, p.149.
- ***Das Blauer Auge:*** Wernicke's right eye, lost in an aeroplane crash, has been replaced with one cut from *Blauer Kristall*. It serves as a reservoir of Knowledge (Mythos) dice increases. Using it, Wernicke can increase her Knowledge (Mythos) die for up to four dice increases before rolling to cast a spell (e.g. a d6 to a d10 counts as two dice increases). The dice increases used from the *Blauer Kristall* are permanently lost. Though large amounts of the *Blauer Kristall* are known to instil madness, the Eye is relatively small, and Wernicke's willpower is strong enough that it has not yet affected her.
- ***Feuerflügel* ammunition:** The ammunition in the Walther PPK does 2d10 damage in a Small Burst Template, has an Armor Piercing value of 5, and is a Heavy Weapon. Biological targets directly hit burst into flames and take 1d10 damage per round. This damage has a cumulative penalty of -1 and as soon as the damage is reduced below 1, the fire has put itself out. Flammable items within the burst radius of the ammo have a 1 in 6 (on a d6) chance of catching alight. See KG, p.147.
- **Spells:** *alter weather*, *call/dismiss daoloth* (p.161), *cloak of fire*, *dominate*, *enthrall victim*.

Barracks

The barracks and living quarters at *Luftflotte Antarktika* are sparse but functional, and unlike Black Sun's base they do not show the signs of low morale. *Nachtwölfe* are pragmatists and while they realise the war is lost, they know that Germany will need people with their vision in order to survive, so few have given themselves to depression and despair, and this base is evidence of that difference in attitude. Constructed from a series of prefabricated units,

double-skinned and insulated from the Antarctic cold, the barracks are surprisingly warm and well equipped with mess halls, dormitories, and medical facilities all under one roof.

These facilities host more than a hundred soldiers, mechanics, technicians, scientists, and airmen. Some are *Luftwaffe* and others are *Heer*, but all are loyal to *Nachtwölfe*. They are roughly segregated, based on assignment, with technicians and mechanics grouped together, flyers in the most comfortable sections, slightly less so than the officers' quarters. For the denizens of this section of the base, consult the write-ups for mechanics, technicians, scientists, pilots, and non-combatants on pp.106–109 of this chapter, German Infantry (Regular) from p.33 of the *Keeper's Guide*, and the *Nachtwölfe* Field Tester, Field Researcher, and Scientists, described on pp.108 and 110 of the *Keeper's Guide*.

Curiously, in one corner, a single metal-framed bed has been riveted to the floor, a metal ring set into the wall beside it. During the daytime, the bed is empty, but at night, it is occupied by the base's sole prisoner, Dr. Niels-Viggo Schou. The Keeper should consult "Laboratories" below for more information about Schou.

Oberst Wernicke has a small set of quarters set apart from the rest of those she commands, along with a private en suite bathroom. Aside from some personal memorabilia, she keeps little of note here, and certainly nothing strategic or mystical in nature. The most noteworthy items are an upright piano, a phonograph, and an extensive collection of records featuring *Reich*-approved composers and opera singers along with a surprisingly up-to-date selection of American jazz, demonstrating a discerning and rebellious taste. She occasionally entertains the inhabitants of *Luftflotte Antarktika* by playing classical music across the base's loudspeakers, inside and outside. This might make an unusual experience for a covert operation infiltrating the base to discover the symphonic work of Ludwig van Beethoven or less-known composers such as Hans Pfitzner or Anton Bruckner echoing across the desolate terrain. On the piano is a wide range of sheet music and many works in progress, as Wernicke is a fledgling composer. Unlike most of the rooms within the barracks, the door to Wernicke's quarters is always kept locked.

The barracks have a single point of access to the surface via a set of steel doors hidden from the surface by camouflage netting and a light snow cover. If the investigators are looking for an entrance, a successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** is required, and if they are merely in the area, the Keeper should discretely make a Difficult Spot Hidden roll **C_{th}** / Notice test with a –2 penalty **S_{av}** for the investigators to determine if any of them notice the concealed door. The lock is not especially difficult to open, and a successful Locksmith roll **C_{th}** / Lockpicking test **S_{av}** will suffice. Usually a single German Infantry Soldier (Regular) is on duty at the door, a thankless post that has never been proven useful.

Laboratories

The base's laboratories are a sprawling series of smaller labs within a vast underground chamber, second in size only to the ground vehicle and aircraft hangars. Here, under *Oberst* Wernicke's supervision, a cadre of *Nachtwölfe* researchers work diligently at the creation of diabolical technology to further the darkest occult goals of their masters in Berlin. The laboratories are comprised of multiple sections organised across a wide variety of disciplines, from aeronautics, chemistry, electronics, ballistics, metallurgy, robotics, physics, geology, radiology, softer sciences such as biology, medicine, physiology, anatomy, and even behavioural sciences such as psychology and behaviour conditioning, with another, more *outré*, section devoted to the metaphysical arts such as alchemy, sorcery, and necromancy. Those who work here strive to combine these disciplines into horrific new weapons and tactics that might be put into service for *Nachtwölfe*'s survival and primacy in the new world order that is to come.

Wernicke (and Wolff) were able to recruit many of the Third Reich's top scientists, many of whom were all-too-willing to leave the European theatre of war for a less-dangerous locale in which to practice and research. Though the environment is nearly-inhospitable, and the facility less than first-rate, with supplies and research materials occasionally slow, difficult, or impossible to procure, *Luftflotte Antarktika* nonetheless provides a stable base in which research can be conducted, far away from the risk of Allied bombs or ground forces. Thus, the laboratories are fully staffed with a variety of scientists, technicians, non-combatants, and even occultists. For the former, the Keeper should consult pp.106–109 of this chapter, and for the latter, see pp.107–110 of the *Keeper's Guide* for a representative sampling of *Nachtwölfe* specialists and operatives who might be in service within the laboratories. Given the variety of research subjects, there may also be several Allied prisoners of war (any captured seamen), test subjects for the fiendish experiments being conducted here, long since driven mad through their ordeal, perhaps even in the process of being transformed into something horrific.

Physically, the laboratories are fairly straightforward, with a high-vaulted ceiling lit with dangling lights and crossed with catwalks and gantries, and partitioned walls separating the individual labs and research areas. Almost any type of scientific equipment imaginable can be found here, ranging from a surgical theatre to a sensory deprivation tank, a hyperbaric chamber, a radiation-shielded containment facility, an orgone accumulator, and an environmentally sealed area for the mixing of potentially toxic chemicals. An investigator with the Physics or Medicine skill of 50% or higher **C_{th}** / Knowledge (Science) of d8 or more **S_{av}** will recognise some of the devices as derived from principles espoused by Wilhelm Reich and Nikola Tesla, somewhat heretical as the Nazi party despises both scientists. A firing range makes up one end of the facility, allowing the weapons researchers to test their new inventions. An average day in the laboratories

will assail the senses with strange sights, smells, and unholy sounds such as the screams of test subjects, or the staccato bursts and booms of small-arms fire.

One person in this research facility is not here of his will: a Danish biologist named Dr. Niels-Viggo Schou. Investigators may have seen his name mentioned amidst the records in Ritscher Station, which identified him as a prisoner of war. Taken captive while on an investigation mission on the Pacific island of Vanuatu, Dr. Schou is assisting the Nazis—albeit unwillingly—in analyzing the occasional scraps of materiel from the Elder City that *Nachtwölfe* is able to secure. He is allowed to work unshackled, though with an armed guard at all times, due to prior attempts at signalling the Allies of his whereabouts. Due to his reputation as an expert on primeval civilizations such as those of Hyperborea and Atlantis, the commanders of *Nachtwölfe* spared Schou and forced him into service, sending him to Antarctica where his knowledge would be most useful. Despite this, Schou continues to do what he can to hinder their research, surreptitiously causing setback after setback. When he is not in the laboratory, he is usually in the barracks, one wrist manacled to a bed that has been affixed to the floor.

Investigators searching the facility will find many samples of the powerful *Blauer Kristall* in various forms (crystalline, granular, powdered, suspended in liquid, etc.), as well as some experimental variants of *die Vitalit*. See pp.100 and 109 of the *Keeper's Guide* for more information about these substances. Additionally, the Keeper may choose to have a number of in-progress refinements or improvements on existing *Nachtwölfe* Atlantean-derived technology, such as force plates, armour, breathers, experimental ammunition, biological weapons, and other foul devices. Many of these are described on pp.146–152 of the *Keeper's Guide*, and a Keeper with access to additional **Achtung! Cthulhu** sourcebooks may choose to introduce additional *Nachtwölfe* equipment in the process of being modified and upgraded.

Despite the interest in artefacts taken from the Elder City, there are currently no elder thing items in these laboratories. Control and distribution of these items is a long-standing bone of contention between the two factions, and despite Schou's presence, *Nachtwölfe* is somewhat cautious about exploiting this strange and alien technology.

Vehicle Hangar

The air of this vaulted hangar is thick with the stench of oil and diesel fuel, and the constant clank of machine tools quickly identifies it as the main vehicle hangar. Accessible from the surface *via* a massive concrete ramp barred by heavy steel roller doors and lit by blinding arc lamps strung from gantries above, the vehicle hangar is a mechanic's dream. Filled with the mightiest armoured vehicles of the Third Reich, their engines and components disgorged onto the oil-stained concrete floor while *Nachtwölfe* mechanics and technicians busy themselves repairing and refitting them

for Antarctic operations. The hangar is fully equipped with cranes and heavy lifting equipment, essential for the repair of some of the larger vehicles, and it also possesses every conceivable machine tool, as well as some the investigators will never have seen before.

The vehicle hangar is dominated by the immense metal hulks of two complete *Landkreuzer* P.1000 *Ratte* tanks towering over most of the rest of the vehicles. Nearby stand two more, each in a state of partial assembly. In addition to an array of traditional tanks and half-tracks being fitted for snow deployment, a variety of snowmobiles, aerosleds, and more experimental vehicles, including several *Nachtwölfe* super-heavy tanks that loom over the others, behemoths that are still stranded as their operators struggle to make them mobile in the shifting snow-covered terrain. The more recognizable vehicles are Marder Tank Destroyers, *Panzer V* “Panthers”, *Sturmgeschütz* assault guns, and *Kettenkrad* SD. KFZ. 2s. These are described on pp.117–118 and 129–130 of the *Keeper's Guide*. Also, amongst their ranks, are at least a dozen

Unfortunately, once in Antarctica, a deep and impassable schism with the Black Sun leader, *Kommandant Thaler*, led to increased paranoia between the two groups.

German knockoffs of the American-made Allis-Chalmers M7 snow tractor. Eighteen Soviet *aerosani* (aerosleds) in various stages of repair have been repainted to indicate their new owners and feature additional modifications, prior and ongoing. These latter vehicles are described on pp.136–137.

Only the operational vehicles are armed, and these are all fuelled with the unusual mixture of irradiated *Blauer Kristall* dust and traditional fuel. A Keeper with access to the *Achtung! Cthulhu: Guide to the Eastern Front* may wish to include the *Wolfszorn* “Wolf's Wrath” *Nachtwölfe* super-heavy tank from pp.58 and 61. Alternatively, the tanks can be considered inoperable and far-from-ready for Antarctic deployment, and merely present to emphasise the building *Nachtwölfe* superiority if the Allies had come later. If desired, the Keeper can add additional vehicles to the hangar, constructed using the system on pp.155–158 of the *Keeper's Guide*.

At the centre of the hangar, surrounded by technicians, is a huge cylindrical device carried on a flatbed truck. Investigators with the Operate Heavy Machinery skill at 50% or above may make a Know roll **Cth** / Repair skill or Knowledge (Science) skill of d8 or more may make a test with this skill **Sav** to identify it as a drilling machine, though one the likes of which they have never seen before. This is the *Dachspanzer*, or “badger tank,” an experimental drilling transport of Nazi devising. *Nachtwölfe* have improved upon the design, using ultra-high temperature cutters to increase the machine's ability to cut through the hard volcanic rock

of Antarctica, hoping to use it to breach the Elder City tunnels. This device is still in the process of being constructed from components being shipped from Germany, and would require at least a week's labour using a competent and dedicated crew of engineers to complete its assembly. The *Dachspanzer* is described on 139.

Most of the time the hangars will be occupied by at least forty mechanics and technicians, write-ups presented on pp.108– of the prior chapter. They are usually unarmed, though they will fight back with a variety of tools and other improvised weapons. Given the chance, they will climb into any vehicle with a mounted machine gun and try to repel any Allied assault using vehicular weapons. There is enough fuel and oil in this room to cause a fire if enough sparks are generated, and the Keeper should consult the spot rules for fires and explosions from p.57 of *Call of Cthulhu*, *Sixth Edition* **Cth** / the Keeper should keep in mind the rules for Fires from the **Hazards** section of the *Savage Worlds* rulebook, as well as the Area Effect Attacks rules from the **Situational Combat Rules** section, for explosions **Sav**.

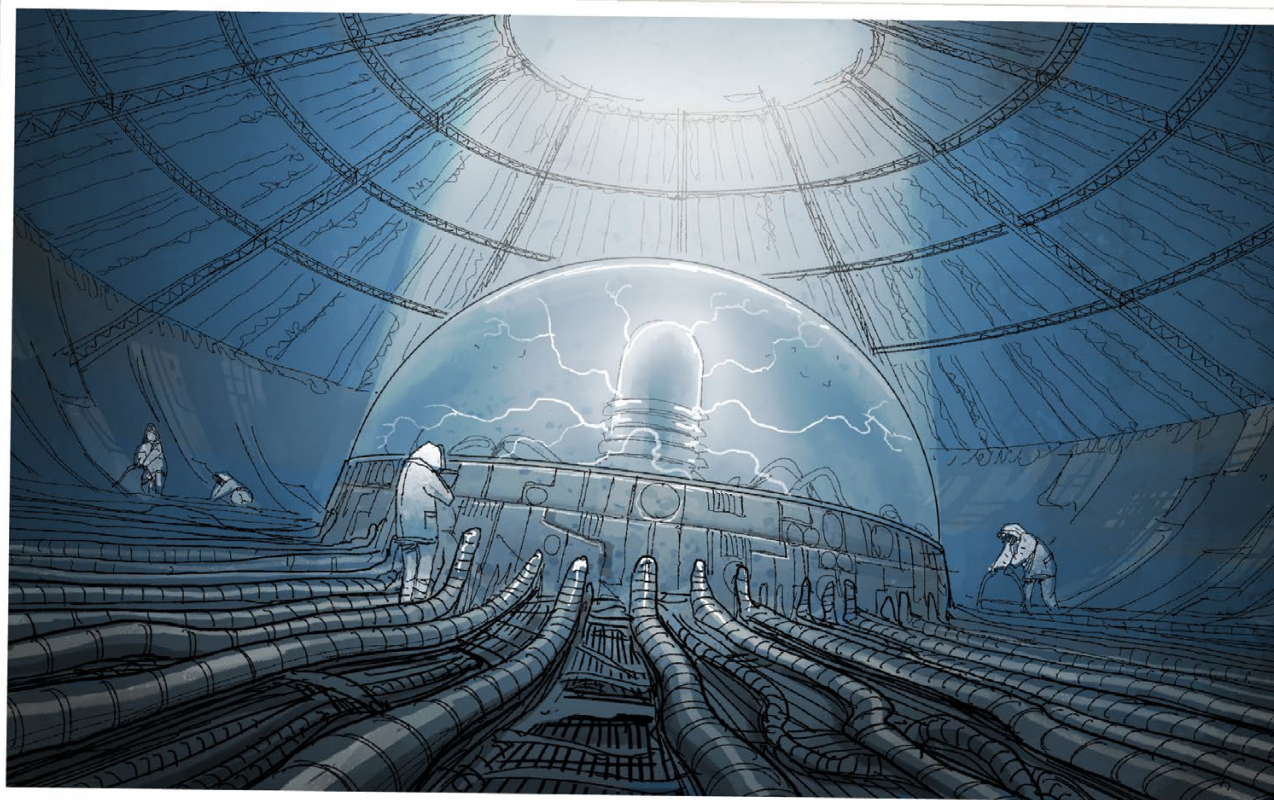
Reactor

One of the few natural features of *Luftflotte Antarktika* is a crater, formed twenty-thousand years ago by the impact of a meteorite and quickly filled with ice and snow over the subsequent millennia. The mineral content of the meteorite was quite unusual, containing several specimens unknown on Earth. Quick to exploit the defensive advantage of this

feature and investigate the strange meteorite, *Nachtwölfe* built a scaffold roof strung with camouflage netting over the entire crater to disguise their activities on the crater floor. A Spot Hidden check **Cth** / Notice test **Sav** will allow an investigator to notice this from the surface, due to the relative size and limitations of the concealment.

With their already-impressive knowledge of atomic physics, *Nachtwölfe* have made a great leap ahead of the Allies and developed an atomic reactor in the crater, combining the strange minerals discovered in the meteorite with their own uncanny blue crystals. While incredibly primitive, the reactor is functional and provides a steady stream of power to the base. *Nachtwölfe* technicians scurry around the device, constantly addressing fluctuations in pressure and carefully monitoring the core temperature to avoid a catastrophic meltdown. The reactor consists of a pressure dome 30ft (9m) in diameter, inside which the atomic reaction is contained, while dozens of flexible pipes feed vital coolant in to maintain the correct temperature. The technicians are equivalent to those described on 108 of the prior chapter.

Despite the incredible technological breakthrough represented by the creation of this device, it is incredibly primitive, and without constant attention would quickly become unstable and suffer a core meltdown, leaking highly radioactive molten fuel and irradiating a huge swathe of Antarctica. Due to the unstable nature of the alien minerals used to develop the reactor, any attempt to sabotage the device will cause an uncontrolled nuclear reaction within the pressure chamber, engulfing the entire valley in a boiling, nuclear fireball. In such a case, the Keeper should simply rule



that anyone within the blast's vicinity is killed instantly, and those on the periphery are either burnt or irradiated so badly that death will soon follow.

Fuel Processor

A thorn in *Nachtwölfe's* side is the presence of the fuel processor and three huge fuel tanks buried in the snow south of the base. Despite the miraculous developments they have achieved with both atomic power and in harnessing the blue crystals to provide power to their new wonder weapons, the power these sources provide is still finite, and is far exceeded by the colossal energy requirements of *Luftflotte Antarktika*.

Regular jet transporters attempt to keep the facility independent, shipping precious aviation fuel and diesel across the Atlantic, but these mammoth aircraft expend almost as much fuel as they provide, and so *Nachtwölfe* are forced to rely upon their Black Sun adversaries for much of their fuel. A heavily armoured and double-insulated pipeline connects the two bases, some 70 miles (113km) apart, and pumps diesel fuel into the tanks to be processed into aviation fuel. This pipeline is well-concealed beneath the snow between the two bases, and is not visible from the surface.

For just how long the arrangement brokered by Hitler and Himmler between the two opposing factions will last is a matter of deep concern and speculation as Black Sun's Exarch, Reinhardt Weissler, becomes more monomaniacal and relations continue to degenerate. Fortunately, *Nachtwölfe's* incredible technical resources have been put to task and they have had some success in producing synthetic fuel from solid hydrocarbons such as coal discovered in the Antarctic rock. The fuel processor is now dedicated to production of this synthetic fuel in preparation for the inevitable day that Black Sun cuts the pipeline for good.

The processing site is a maze of pipes, conduits, and tanks that extend deep into the earth, criss-crossed by gantries and walkways. The air inside is choked with poisonous fumes, and all personnel working within the facility must wear breathing apparatus at all times. Investigators who enter this area without appropriate gear must make a successful CON×5 check each round or suffer 1 Hit Point of damage from the choking fumes **Cth** / a successful Vigor test each round or gain a level of Fatigue from the choking fumes. If Incapacitated, the investigator will die in a number of rounds equal to half the victim's Vigor die unless given breathing gear or taken to another environment **Sav**.

The staff are all *Nachtwölfe*-loyal technicians, described on pp.108– of this chapter, and *Nachtwölfe* scientists (from p.110 of the *Keeper's Guide*), though the Keeper may choose to spice up an encounter in this area with a *Stärkemeister* ("Force Master") described on pp.106–107 of the *Keeper's Guide*.

Due to the highly flammable nature of the materials in the plant, firing weapons inside is not advised.

Cth

If an investigator fires a weapon within the plant and misses his target, the stray rounds have a 20% chance of striking something flammable and causing an explosion or flash fire. All investigators and enemies alike must make a successful Dodge check or suffer 2D6 Hit Points of damage as the area they stand in is engulfed in flames before safety cut-offs engage to prevent a catastrophic conflagration.

Sav

If an investigator rolls a 1 on his Shooting die, a stray round struck something flammable, causing an explosion or flash fire. All investigators and enemies must make a successful Agility roll to jump away or suffer 3d6 points of damage from the explosion.

WRAPPING UP LUFTFLOTTE ANTARKTIKA

Once they have taken part in the capture of *Luftflotte Antarktika* and spoken to Oberst Wernicke or Dr. Schou, the investigators now have a clear notion of the scope of Black Sun's plans for Antarctica. If Wernicke is taken alive and is willing to talk, she will make it clear to the investigators that Black Sun is active within the Elder City, and that they are also active at Site 43 and Point 19, two locales en route to the ruined city which also provide access to it. The best route to the Elder City, she opines, is through the tunnels leading underground from Site 43. There are not many Black Sun forces within the Elder City, but they are on the lookout for any aircraft that attempt to land, due to past infighting between the two factions.

Schou knows that Black Sun researchers are conducting experiments within a tower at Site 43, and he has seen evidence of "alien" life in the form of portions of elder thing anatomy brought to the airbase's laboratory for the analysis of their genetic material. He will concur with Wernicke's statement about the tunnel route being safest and most reliable.

From the airbase, the investigators have the option of returning to Ritscher Station to ready an expedition to the Elder City, or they can take the tunnels leading from that locale and journey to Point 19. Should they wish to push forward, they can do so, with the supplies, fuel, and vehicles available at *Luftflotte Antarktika* (assuming it has not been utterly destroyed). The Antarctic Command Group will approve any further endeavours at this point, so there is little for them to tarry over and much at stake. It is time to leave the relative safety of the coastline and plunge into the depths of Antarctica.

*Praise the German bureaucracy, though
their paperwork is a roster of atrocity.*

- Parker

SITE 43: DER TURM ("THE TOWER")

"According to the sculptures, the original tower had stood in the center of an immense circular plaza, and had been perhaps five hundred or six hundred feet high, with tiers of horizontal disks near the top, and a row of needle-like spires along the upper rim."

—H.P. Lovecraft, "At the Mountains of Madness"

From a distance it stands stark in the horizon, a gleaming black tower, perfectly straight with a slight swelling at the centre, flaring outward at the top, almost as if representative of a five-pointed crown. Investigators who have seen elder things before or heard them described will experience a slight frisson of recognition, as if the pattern of elder thing anatomy is manifest in their architecture (which in this case, is accurate). A number of black shards and chunks of similar stone dot the landscape for up to a mile (1.6km) away, some buried in ice and snow, others still standing in sharp relief to the desolate white plain.

The Tower is one of five such towers that were erected around the Elder City, though situated hundreds of miles/km from it. Only three of these towers remain, the other two having long-since fallen. Together the five towers originally formed the points of a vast pentagram, a cosmic symbol of five, sacred to the elder things and prevalent throughout their biology, their mathematics, their architecture, and other cultural motifs. The towers were built by the elder things to serve two important functions: First, each served as a kind of psychic watchtower from where they could monitor their human creations as they scattered across the globe, migrating from their primitive, primeval beginnings as an afterthought to the elder thing breeding programs and genetic experimentation. Second, the towers could draw upon the psychic energy of that distributed mass of humanity, pooling a reserve of psychic energy to be used to fuel immense projects, a side effect being that all those humans touched would be drained insensate, driven mad, or outright killed depending on their reaction to the massive psychic vortex. Though the elder things did not regard humanity—even at its height then—as any sort of potential threat, they were still very much wary of the continued hostility from their ancient rivals, the star-spawn of Cthulhu and the mi-go, for domination over the Earth.

This particular tower is cylindrical, roughly 530ft (161m) in height and almost 60ft (18m) in diameter. Concentric disks of black volcanic glass circle the top of the tower, where black spars of a similar material reach up towards the sky. Though there is no way of knowing this at this point, identical black spars may be found in the power room in the Elder City (see p.292). When the Nazis discovered it, they designated it Site 43, referring to it casually as *Der Turm* ("The Tower"), and quickly set up a makeshift research facility inside.

The exterior wall of the tower is adorned with an enormous red Nazi banner that flaps viciously in the wind, the sole spot of colour in the bleak surrounding environment. The area around the tower is an icy plateau, marred by the presence of great black boulders of curved and fashioned stone. On examination, it is evident that these boulders were once a part of the tower. If binoculars are used to study the tower's architecture, signs of repair and reconstruction can be seen on the upper section, though none of these are current and all bear the signs of significant age, with thick ice covering most surfaces. A successful Idea roll **Cth** / Smarts test **Sav** reveals that the upper levels of this tower seem to have shattered from within—or even exploded—several times ages ago, casting shards of rock wall and pieces of stone disks across the terrain, sometimes up to a mile (1.6km) away. As noted above, investigators arriving by land or air may have noticed these fragments of the tower. Such explosions resulted when the elder things drew too much power through the black orb in the uppermost room of the tower, the very reason these towers were built in remote locations, far away from the more densely populated Elder City.

Should the investigators get close and examine the substance used to construct the tower, a successful Geology roll **Cth** / Knowledge (Science) test **Sav** suggests that this material should not have been able to withstand the elements over so much time, especially in such an exposed location.

An airstrip has been marked out near the tower on a clear patch of land. Two planes stand alongside the runway, covered in protective sheeting. Any investigator making a successful Spot Hidden roll from afar, with a reasonable Pilot Aircraft skill (30% or higher) **Cth** / Notice test as long as he has a Piloting skill of at least d4 **Sav** will recognize the planes as *Junkers* Ju-52 transporters.

Alongside the tower stand several land vehicles, including four SD KFZ 251 half-tracks, and a half-dozen *Schneepferd*, the German precursor to the snowmobile. Another damaged half-track is parked nearby, evidently towed back to the tower. The damage to the vehicle is significant. The driver's foot-well contains an inch-deep layer of frozen blood. Parts of the vehicle's bodywork have been melted. Remains of black slime coat the driver's seat: evidence of the vehicle's battle with a shoggoth, though the exact nature of the attack will not be known immediately without a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** (or firsthand experience, such as that from the proto-shoggoth deployed against *Jeremiah* in *The Floating Kingdom*, pp.68–70).

Depending on when the investigators arrive and the conditions under which they are present, they may see one or two scientists collecting samples of the slime for research purposes. For these, the Keeper should use the stats for Scientists provided on p.108.

The Call of the South Pole

The actual South Pole has no relevance to the plot of *Assault on the Mountains of Madness*. There is no strategic importance, no secret Nazi facility located there, no ancient spire-construct of the elder things plunging deep beneath the surface, no entrance to the secret hollow Earth world of Agartha, no occult engine mounted at the world's axis that will cause the Earth's rotation to reverse or grind it to a halt and bring about the *Fimbulwinter* prophesised in Norse myth. It is not even the true magnetic south. In short, there is absolutely no reason for investigators to go to the South Pole in the context of this campaign.

However, it is there, and there is considerable privilege being among those few human beings who have ever laid eyes upon that spot. Even while pursuing Nazis across Antarctic, the lure of the South Pole may be too much for the investigators to deny themselves the opportunity to visit. The Keeper may suddenly be forced to deal with a group of investigators who wish to detour slightly to the South Pole in the middle of travelling to the Elder Tower, or whilst en route to the Elder City. The best advice for the Keeper in this situation is to let them. In the midst of all the carnage they have suffered, and the potential doom they will face in the Elder City, letting the investigators achieve a feat so incredible that few have done it is well worth the lenience.

The Keeper should take care to distinguish the *geographic* South Pole (where all the latitude lines converge) with the *magnetic* South Pole (based on the Earth's magnetic field), which migrates across the globe slowly. In 1945, the magnetic South Pole is on the other side of the continent, near the Ross Ice Shelf (the location is marked on the map). The geographic South Pole, historically the goal of many explorers, is in the midst of an empty, mostly flat, barren, windswept plain, roughly 9,000ft (2,743m) above sea level.

Until the Nazi habitation of Antarctica, only a relative handful of people had laid eyes upon — even fewer visited — the actual location of the geographic South Pole. Investigators succeeding in a History or a Knowledge roll **Cth** / a Knowledge (History) test, or a Common Knowledge test with a -2 penalty **Sav** will remember the following information about the South Pole:

- Robert F. Scott's *Discovery* expedition of 1901-4 failed, as did Scott's later *Nimrod* expedition of 1909. He and his men were forced to turn back twice.
- In 1911, as part of an organized race to the Pole, the first to reach its actual location was Norwegian Roald Amundsen and his group, which established a small camp there called *Polheim* ("Pole-home"). Amundsen christened the area surrounding the Pole *King Haakon VII Vidde* in honour of the then Norwegian king.
- Scott's own attempt in 1911, the Terra Nova Expedition, was too late, arriving more than a month after Amundsen's

group. He and his men died from starvation and exposure on their return from the South Pole.

- Ernest Shackleton's infamous 1914 Imperial Trans-Antarctic Expedition ended with his ship (the *Endurance*) frozen in ice for almost a year, its crew suffering many casualties, and the survivors being forced into a gruelling overland trek before their rescue.
- In 1928, US Rear Admiral Richard E. Byrd, currently stationed aboard *Jeremiah* and a leader in the Antarctic Command Group, flew over the South Pole.

As history has shown that heading to the South Pole is a potentially deadly undertaking. In an aeroplane, the time lost is a matter of fuel expended uselessly, while on the ground it represents days wasted. In the grand context of the war against the Nazis, Black Sun, and *Nachtwölfe*, it may be too much of a risk. If the investigators inform the Antarctic Command Group of their decision to go to the South Pole, the desired course of action will be met with a chorus of bafflement... save for one lone voice, that of Rear Admiral Byrd, who wishes them "Godspeed."

LOCATING THE GEOGRAPHIC SOUTH POLE

Due to the vast distance separating the magnetic South Pole with the geographic South Pole, any investigator leading the team will need to make a successful *Difficult* Navigate roll **Cth** / Knowledge (Navigation) test with a -2 penalty **Sav** to deduce its actual location. There are few distinguishing landmarks to use in navigation, and maps at the time do not offer much detail. If the roll is successful, the geographic location is determined. If the roll fails, the investigator leads the team to the wrong location, causing them to lose time. For aircraft, a failed Navigate attempt results in 1D3 hours wasted. If on the ground, going to the wrong location and realizing the error takes 1D3 days. The South Pole is not reachable via submarine or underground passage.

Technically, the site that Amundsen located and established as *Polheim* was 2,500yds (2,286m) from the precise location of the geographic South Pole. Given the instrumentation of the time, it was considered close enough.

WHAT THEY FIND THERE

As has been noted above, there is little worth viewing. As described above, it is in the midst of an utterly desolate, completely flat, windblown snow plain. The horizon stretches, without feature, as far as the eye can see. Originally, the spot was marked by the flags of Norway and the *Fram* (planted by Amundsen, the latter being the flag of his ship) and the flag of the United Kingdom (planted by Scott). Both flags, however, have been cast to the side and are lying on the ground, encrusted with ice and nearly hidden beneath snow, replaced with the stark red of the swastika-emblazoned *Bannerflagge*

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("banner flag"), an insidious reminder of the icy continent's new usurpers. It flutters in this forlorn place, a grim splash of crimson against the pristine white of the Antarctic terrain.

Under the site of the Nazi banner, covered in snow and several inches down, are small leather or waxed cloth purses, each left by a prior expedition. These contain small trinkets and keepsakes left by each expedition member that reached the pole. There is nothing particularly valuable in any of these — mostly good-luck charms, photos of loved ones, and small notes for posterity, preserved in the ice for eternity.

A small tent, long since flattened and half-buried in the snow some distance away, is all that is left of Amundsen's *Polheim* campsite. Inside there is little of note, mostly a burlap sack containing tins and rubbish left by the party rather than being carried back across the ice along with the official camera of the expedition, damaged and abandoned in the tent. A handwritten note from Amundsen to Scott says, jokingly, that he hopes Scott can get better use out of it.

Surrounding the site, also cast down and nearly vanished beneath the snow, are several other metal poles with small Norwegian flags upon them, left by Amundsen to leave no dispute as to his claim about being the first to arrive and survey the South Pole. The Nazis who visited showed as little regard for these as they did the other markers.



A SENSE OF ACCOMPLISHMENT

Though there is not much to see, the Keeper should emphasize the magnitude of this accomplishment. It would not be out of line for the Keeper to immediately let the investigators recover 2D6 Sanity Points apiece **Cth** / make a Spirit test with a +2 bonus to decrease their Dementia **Sav**, and receive a Benny or two, representing the pride and self-confidence that comes from attaining such an amazing goal. This visit may never make it into the history books, but they have done a thing so very few have achieved. Let them plant their own flag, take pictures if they brought cameras, leave mementos of their own, and restore the fallen banners of other brave men who have made this selfsame trek to the end of the world.

Tearing down the Nazi banner and restoring the original flags of the Amundsen and Scott expeditions might be worth an additional 1D3 points of SAN **Cth** / an additional Spirit test to decrease Dementia **Sav**, if the Keeper so desires.

ALTERNATE POSSIBILITIES

Presented here, a visit to the geographic South Pole is little more than an interesting detour in an epic campaign to save the Earth from certain destruction. However, the Keeper may wish to do more with the location, such as incorporating any of the suggestions made at the beginning of this section. An inscrutable installation created by the elder things could remain here, unnoticed by prior explorers but unearthed by the Nazis. Antarctica is home to many such strange edifices and long-buried mysteries, and the Keeper can easily expand the scope of this campaign by introducing such a site.

Encounters at Der Turm

The tower's level of occupancy and readiness depends entirely on the state of the Nazi forces in Antarctica. Normally, they are not expecting any visitors but their own, and the likelihood of anyone wandering in unannounced is virtually nil, so armed patrols are lacklustre and little attention is paid to security. If the Allies have been successful in limiting the spread of information about the capture of Ritscher Station and *Luftflotte Antarktika*, the detachment at the tower will be in full force, working undisturbed, and unaware that their hold on this continent is coming to an end. Similarly, if the Nazis were able to defeat the Allies at Ritscher Station, their Great Work here continues unabated, and they will be even more alert to any potential Allied incursion.

Fully staffed, the complement of soldiers, scientists, and technicians at Site 43 numbers 16 in total, divided between combatants and non-combatants. Six of the troops stationed there are Infantry Soldiers (Regular) and one Infantry Officer (Regular) as described in the *Keeper's Guide* on pp.32–33.

The remaining nine Germans on hand are Scientists and Technicians, provided on pp.106–109 of the prior chapter. Should the Keeper wish to beef up this encounter, the forces here are primarily loyal to Black Sun, and thus might be augmented with a Black Sun Novice (KG, pp.94–95).

The obvious destination for the fleeing German forces is the Elder City (described in **Black Ruins**, p.245) via aircraft. However, if the Germans feel that open air travel might prove too risky, they will enter the tunnels beneath the tower, which provide a riskier—yet much less visible—means of rejoining their allies in the Elder City.

Inside *Der Turm*

One arched doorway opens into the tower. This leads to a spiral ramp that circles around the inside wall of the tower, from its base to a chamber at its top. The ramp and its walls are plain and unadorned, uncharacteristic for the elder things who built the original Elder City, but more emblematic of the later, degraded generations that followed. Much of the core of the tower is made up of cyclopean stone blocks, but there are seven strangely circular rooms, situated at various levels within.

The ramp also descends to a lower level, where an entrance can be found to the tunnels under the mountains that lead to the Elder City, described on p.198 of **The Nightmare Roads**. If the investigators choose to follow this path, the Keeper should refer to that chapter for more information.

Each of the first six rooms is roughly 20ft (six metres) in diameter and features a door that leads out to the ramped walkway. Having no windows to admit light, the rooms are illuminated with electric lamps installed by the German forces, emitting yellowish, pulsating glows that seem more disheartening than comforting. Aside from the contents described below, the rooms are plain and unadorned. As in the Elder City, there are no obvious remnants of the elder things' culture or society other than the structure itself. Whether this emptiness is due to an all-encompassing evacuation, aeons of material degradation, or total and methodical eradication by the shoggoths, is lost to the uncertainty of antiquity.

The seventh and uppermost room is larger, roughly 30ft (9m) in diameter, topping the tower.

THE ENTRANCE

The arched doorway is about 8ft (2m) wide and 12ft (4m) high. It opens in to a circular lobby. There is no door to protect this area from the elements, the original made from a type of wood that has long since rotted away with age. The hinges are still visible, mounted into the doorframe and exhibiting an unusual approach to design. Curiously, the layout of the lobby is such that the wind and weather are somehow contained within this small room (a seemingly magical effect, though actually created by the careful

arrangement of the room's walls and angles of the door-frame). As such, very little of the intense outer cold passes on to the ramped walkways that ascend and descend from the chamber. If the weather is harsh, entering the lobby unawares is extremely hazardous, requiring all investigators who attempt entry a SIZ×5 roll **Cth** / Strength test **Sav**. Failing the roll results in the investigator being blown off their feet and suffering 1 Hit Point of damage **Cth** / gaining one level of Fatigue **Sav** as they are buffeted around the room. Once this has been witnessed, it can be avoided by simply moving slowly and carefully, requiring no further rolls.

A metal pipe has been affixed to the walls. If the generator in Room One is functioning, the pipe will be pumping diesel exhaust fumes out of the arched doorway.

ROOM ONE

This room contains an operating diesel industrial-quality generator, creating a great deal of noise and exuding the smell of fuel oil. The generator is a rectangular block of machinery, roughly 6ft (2m) in length and 3ft (1m) in height and width, mounted on a gurney for easy transportation. Several barrels of fuel stand nearby and a system has been constructed to vent fumes out of the main doorway of the tower. Power cables run up and down the ramp, supplying electricity to the other rooms, primarily used for lighting and to power essential equipment. Should the investigators wish to disable the generator, it can be shut down with an Easy Electrical Repair skill roll, or an Easy Sabotage roll **Cth** / with a Repair roll with a +2 bonus **Sav** if there is no concern to reactivate it.

Tools are also stored here, used for maintaining the vehicles and for use unearthing any artefacts in the surrounding icy fields. Available are standard mechanical tools (spanners, pliers, screwdrivers, hammers), shovels, picks, climbing gear, and even two carefully packed cases of blasting caps and dynamite. These are described in **Call of Cthulhu, Sixth Edition** on p.65 **Cth** / These are described in the **gear** section of **Savage Worlds**; dynamite sticks inflict 3d6 damage each **Sav**.

ROOM TWO

This room is now used as a communication post. A radio transceiver and telegraph machine has been set up on a collapsible wooden table, a simple folding stool beside it. Wires run out of the doorway, up the spiral ramp to the top of the tower, where an antenna mast has been attached, allowing radio communication between the tower and the Elder City itself (see uppermost room). Depending on the circumstances under which the investigators arrive, a Nazi code book rests on the table-top next to the radio, providing a bonus to +20% **Cth** / a +1 bonus **Sav** to any investigator attempting to decrypt coded Nazi messages... so long as the codes have not been changed. If the investigators enter this room clandestinely, they will find a German radioman on duty here. The Keeper should use the statistics for the Technician on p.108 of **The Shores of Death**. Forewarned

of an Allied arrival (such as part of a frontal assault), the radio operator's first action will be to burn the codebook and smash his equipment, making certain to conceal any commonly-used frequencies.

ROOM THREE

Because the interior of the tower is nowhere near as cold as the exterior, the forces assigned here are able to stay for prolonged periods without difficulty. This room has been turned into a temporary bivouac, with twelve cots arranged in an orderly fashion: those stationed here sleep in shifts, and at least four soldiers are awake at all times. This room also contains a makeshift kitchen, a small gas stove for melting snow to use for drinking and personal hygiene, and satchels containing personal effects for each of the men stationed here. There is little of interest amongst these personal possessions, unless the investigators are intrigued by changes of clothing, out-of-date party propaganda magazines, and letters from home written in German. If descriptions of these personal belongings are required, the Keeper should include items such as pictures of girlfriends and children back home,

shaving kits, books, good-luck charms, and other trinkets a soldier might carry while stationed far from home.

The food stores contain provisions enough for several weeks of isolation, mostly in the form of canned or dried goods, as well as several dozen bottles of *kräuterlikörs* and schnapps—herbal and flavoured liquors more potent than beer or wine, and far more transportable and less liable to freeze. Additionally, a functional first aid kit is among the items stored here. While it would make more sense to treat injured soldiers in the makeshift laboratory, few of those stationed here found that desirable, and thus any medical treatment is conducted in the temporary barracks.

ROOM FOUR

If the tower is still inhabited, investigators will find Nazi scientists conducting research to determine the functions of this tower constantly abuzz around the building, with this room set up as their field laboratory. All manner of scientific apparatus has been set up on lightweight folding tables. Small kerosene burners heat flasks of steaming dark green liquid, and a row of test tubes holds various organic samples,



including those taken from the wrecked, blood-soaked vehicle outside. The smell of various chemicals in here is cloying and vile. A successful Chemistry, Forensics, or Geology skill roll **C_{th}** / Knowledge (Science) test **S_{av}** reveals that the nature of their experiments is to divine a wide range of information about the tower down to the stone it is made of, and the processes it has controlled. Generally, there are between four and eight scientists at work in this room during normal hours, and the Keeper should use the stats for Scientists on p.108 of *The Shores of Death* if needed. In one corner are neatly stacked the cases for all of the scientific instruments. Should the investigators arrive when this place is abandoned, they may find experiments still simmering, or grown long-cold if they are too late.

ROOM FIVE

This room serves as the temporary archive. The piece de resistance of the collection is a disassembled Yithian lightning gun, arrayed on a table in the centre of the room. Surrounding it is a more mundane assortment of materials: neatly stacked German reference books, technical and scientific journals, and various tools, along with a great many sketches and surveys of the tower and the surrounding area.

Generally, the room is unoccupied and visited only when research is required, and a single folding stool serves for human comfort. A great deal of the findings made by the Nazi scientists regarding the tower are recorded and stored here, as well as copies of all of the materials from Ritscher's *NeuSchwabenland* expedition. Any investigator that takes at least one day to study the research materials should make an Other or Own Language (German) skill roll / a Knowledge (German) test **S_{av}**. If successful, the investigator will immediately gain +1D6 points in Elder Thing Lore as well as an experience check in the language skill **C_{th}** / will gain one skill die in Knowledge (Elder Thing Lore), starting at d4 **S_{av}**, (see p.173 for information on this new skill). Specifically, the investigator will learn that the function of this tower was (and still is!) twofold: serving as a communication post and as a source of power. This strange energy source is somehow drawn from the rest of the Earth and is directed to the Elder City that lies beyond the mountains.

If this investigator (or another who learns of the above information) makes a successful Occult roll **C_{th}** / Knowledge (Occult) test **S_{av}**, they will identify this type of power as being akin (or identical) to the Vril energy described in various theosophical and occult texts of the day, about which the secretive Vril Society is dedicated. Whether this is true is up to the Keeper to determine.

Sadly, the Yithian lightning gun is beyond repair, however, as many of the components were damaged in its disassembly and key pieces of the device were sent to Berlin for further study.

ROOM SIX

Outside on the ramp, anyone approaching can easily detect a nauseating and pungent odour emanating from this chamber, an astringent stench akin to both rotting flesh and decaying vegetable matter, with a sting not unlike that of ammonia. A makeshift door fashioned out of shipping crates has been attached to this room to contain the smell. Inside, the bodies of two elder things have been dissected, and lay open upon large folding tables. Entering this room requires either a successful CON×5 roll **C_{th}** / Vigor test **S_{av}** or some form of mask: failing the roll causes the investigator to become nauseous, with all skill rolls made *Difficult* for any time spent within the room and for 1D4 rounds after exiting **C_{th}** / failing the test causes the investigator to gain one level of Fatigue until 1d4 rounds after exiting the room **S_{av}**. Following Sanity rolls **C_{th}** / Nausea tests **S_{av}**, investigators may study the corpses, if they so wish. The tables they are laid out on are covered with white canvas tarpaulins, and are indelibly stained with dark green ichor that serves the things as blood. A Keeper wishing to provide more information on these remains should consult the lengthy description of the elder things from H.P. Lovecraft's "At the Mountain of Madness."

Several hours of study combined with a successful Biology roll will yield a gain of +1D6 points of Elder Thing Lore **C_{th}** / a successful Knowledge (Science) roll will gain the investigator one skill die of Knowledge (Elder Thing Lore) **S_{av}** (see the sidebar on p.89). Traditionally, no one is on duty in this room, and it is left unguarded. There is little to protect here as the Nazis have gleaned all they wish to know from the corpses of the elder things, and cannot imagine what other value they have.

THE SEVENTH AND UPPERMOST CHAMBER

The room at the top of the tower is 30ft (9m) in diameter with a domed ceiling. Short black spars of black volcanic glass hang from the ceiling like stalactites. These spars pass through the ceiling: the same features visibly rising from the tower's top. They extend downward to within 6ft (2m) of the room's floor. If touched, a slight vibration can be felt, the result of the winds outside blowing against the upper external end of the spars. In the centre of the room is a 4ft (1m) tall five-sided stone pedestal, on top of which sits a black stone orb 10ft (3m) in diameter. The surface of the orb is utterly smooth and reflective, like polished glass.

On close inspection, investigators may note that the orb is silently rotating slowly in its mount. However, to the casual observer it appears to be a stationary sphere. Touching the surface of the orb will not cause any harm, as the surface is almost frictionless. The surface does provide a slight oily sensation when in contact with bare skin, but leaves no residue. However, touching it will stir a powerful psychic reaction, described in "Using the Orb" below.

A hole has been drilled through the ceiling through which a radio mast has been fitted. Wires run up the spiral ramp from the radio room (Room Two, on p.170) to this

Cth Elder Thing Lore (New Skill)

The skill grants an understanding of elder thing psychology, culture, and technology and might be considered an analogue to the Anthropology skill. Examples of successful uses of this skill include comprehending how to operate an elder thing artefact or translating a sample of their speech or writing.

The base value for this skill is 0%. Where the text allows for a gain in Elder Thing Lore skill, the points may only be taken by investigators that have some points in the Cthulhu Mythos skill. Investigators without any inkling of the Cthulhu Mythos cannot even begin to comprehend the elder things. An investigator's Elder Thing Lore is limited to twice their Cthulhu Mythos score: thus, an investigator with 10% Cthulhu Mythos skill may have up to 20% skill in Elder Thing Lore.

An investigator already familiar with the Mythos works known as the *Eltdown Shards*, *G'harne Fragments*, or *Phakotic Manuscripts* will recognise the writing system utilised by the elder things and thus begins with an additional +1% point in Elder Thing Lore for each of these works read, at the Keeper's discretion.

The amount of skill points gained is dependent upon the source being studied and the time devoted to it. As a rule of thumb, it should take at least one hour of study for each skill point acquired. Whenever it seems feasible that the investigators might acquire some insight or understanding of elder things, their culture, history, and science, ask for an Elder Thing Lore skill roll. If the roll is greater than the investigator's present skill and below their INT score, the investigator's Elder Thing Lore skill improves by one or more points. Use the following as a guide for how many points to award.

- **Travelling Within the Elder City:** +1 skill point per day (to a maximum of 5, no matter how long is spent therein).
- **Encountering Elder Things:** +1D3 per encounter.
- **Studying Elder Thing Murals and Carvings:** +1 skill point per hour (to a maximum of 5 points gained per day).

Sav Knowledge (Elder Thing Lore)

Investigators cannot start play with this skill. Where the text allows for a die increase in the Knowledge (Elder Thing Lore) skill, the increase may only be taken by investigators who have at least a d4 in the Knowledge (Mythos) skill. Also, the Knowledge (Elder Thing Lore) skill cannot be more than one die level above the Knowledge (Mythos) skill. For example, if the investigator's Knowledge (Mythos) skill is a d6, his Knowledge (Elder Thing Lore) cannot be more than a d8.

Whenever it seems feasible that the investigators might acquire some insight or understanding of elder things, their culture, history, and science (for example, while travelling within the Elder City, encountering Elder things or studying Elder Thing murals and carvings), ask for a Knowledge (Elder Thing Lore) skill test. If the test is successful, the investigator's Knowledge (Elder Thing Lore) skill is improved by one skill die, up to the limit of one skill die above Knowledge (Mythos).

SKILL USAGE

Of course, no understanding of Mythos entities should come without a price. Unlike acquiring the Cthulhu Mythos skill, which has an immediate impact on an investigator's maximum sanity, this skill is only dangerous when used. Whenever an investigator makes a successful Elder Thing Lore skill roll, new neural pathways are etched in his brain. The sensation should be intense; at once both painful and pleasurable; beyond anything else the investigator has experienced. Those that experience it will fall to their knees, screaming and spitting, their sweating face a rictus of agonised joy. Unknown to the investigator, this causes a wave of signals to emanate from their mind like a psychic beacon.

Cth The Keeper should ask the affected investigator to make a percentile roll:

- If the roll is equal to or below the investigator's POW, the psychic pulse is strong enough to be sensed by any elder things within 1 mile (1.6km).
- If the roll is equal to or below the investigator's POW×3, the psychic pulse is strong enough to be sensed by any elder things within ½ mile (.8km).
- If the roll is equal to or below the investigator's POW×5, the psychic pulse is strong enough to be sensed by any elder things within 100 yards (91m).

Sav The Keeper should ask the affected investigator to make a Spirit test. With a success, the psychic pulse is strong enough to be sensed by any elder things within 100 yards (91m). With a failure, this distance is increased to half a mile (.8km). With a Critical failure, the psychic pulse is strong enough to be sensed by any elder things within 1 mile (1.6km).

If an elder thing senses the signal, the Keeper should require an Elder Thing Lore skill roll Cth / Knowledge (Elder Thing Lore) test Sav. If successful, the investigator understands what has just occurred and will immediately know that the elder things are aware of them. The investigator continues to transmit this signal for several minutes.

The elder things designed this signal for this very purpose; as a failsafe against rebellious humans.

room. Sitting alone across from the entrance of the chamber, concealed initially by the stone orb, is an incongruous figure, a slender, shaven-headed man of Asian appearance, in his fifties, seated in the lotus position, his orange robes a splash of brilliant colour against the dark stone and overall dreariness of the tower's interior. Coiled loosely several times about his left hand is an exposed length of copper wire, the continuance of which drapes across his lap, and into his right hand, from where it trails across the room and is connected with the radio mast. A successful Know roll **Cth** / Knowledge (Religion), or Common Knowledge test with a -2 penalty **Sav** will identify the man as a Tibetan monk.

The Germans discovered that an experienced practitioner in a state of deep meditation had the ability to affect electrical signals, and thus, they have found one to serve for this purpose. A powerful latent psychic, this particular individual—a monk named Tsewang Rinpoche—has been pressed, through threat of violence, into service by the Nazis, functioning as a living signal booster. Without him, the radio signal would be too weak to be picked up beyond the mountains in all but the best of weather. After passing through the monk's hands, the signal-noise is greatly reduced, producing a cleaner, more effective transmission that can reach the other German camps and installations throughout Antarctica, though not so far as any signal bases outside the icy continent.

Under normal circumstances, at least one scientist is on hand in this room, administering to Rinpoche, with an armed guard standing ready in the extremely unlikely case that the monk emerges from his drug-induced stupor and lashes out.

TSEWANG RINPOCHE, AGE 53, TIBETAN MONK

Tsewang is a highly spiritual man who has spent many years of his life in quiet contemplation and service to his people. Last year, he was captured by the Germans after they came to his village and threatened the other members of his monastery with immediate execution if he did not accompany them. Given Tsewang's potential for power (represented by his high CON and POW attributes **Cth** / represented by his high Vigor and Spirit **Sav**), the Germans have struggled to dominate him. With little to be gained by corporal means, they were forced to resort to daily chemical injections, the track marks for which can be found up and down his arms. The semi-magical serum used to control him is administered by one of the chief staff-members stationed in the tower.

If disturbed, Tsewang will open his eyes, but will not be cognisant of anything taking place around him until he has been free of the serum's effect for a full day. Once he is no longer under the influence of the control serum, he will smile serenely and thank his rescuers, though his spoken language skills are limited to his native Tibetan. He is all-too-aware of the evil of the Nazi regime and will offer his services to the investigators via sign language or some other nonverbal method of communication.

Cth

STR 13 DEX 13 INT 14 CON 18
SIZ 10 APP 12 POW 21 EDU 14
SAN 50 Hit Points: 14

Damage Bonus: none.

Skills: Climb 60%, Dodge 80%, Hide 35%, Ignore Cold Weather 90%, Listen 30%, Martial Arts 40%, Sneak 85%, Spot Hidden 45%, Throw 40%.

Language Skills: Tibetan 70%, Sanskrit 40%.

Weapons: Punch 65%, damage 1D3, atts 1, base range touch.

Kick 75%, damage 1D6, atts 1, base range touch.

Sav



Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength d6, Vigor d10.

Skills: Climbing d8, Fighting d10, Knowledge (Sanskrit) d6, Notice d6, Stealth d10, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8; **Sanity:** 5.

Hindrances: Pacifist (Major).

Edges: Hot Blooded, Improved Dodge, Improved Martial Artist, Improved Nerves of Steel.

Gear: None.

Though Tsewang is in fact in excellent physical condition and is highly-trained in a form of martial arts known as *lama pai*, he is a devout pacifist and will only engage in physical combat in a defensive matter, if at all. Though he is deeply offended by the German's exploitation of him and the threat to his fellows back in Tibet, he will not take part in any aspect of violence against them and will encourage forgiveness, even stepping in front of any weapons aimed at German prisoners.

THE CONTROL SERUM

Administered via intravenous injection, the serum lowers the target's resistance to influence. The effects are short-lived and it must be administered each day to maintain a constant effect. When used in conjunction with hypnosis or spells (such as the Implant Suggestion spell on p.238 of *Call of Cthulhu, Sixth Edition* **Cth** / on KG, p.207 **Sav**) the target's POW is halved **Cth** / the target receives a -2 penalty to his opposed roll to resist **Sav** for the purpose of resistance to the spell's effects. Black Sun came into possession of this serum through alchemical experiments conducted within the Dreamlands, fortunately the only location where it can be manufactured. The serum is brought through the portal at Ritscher Station and shipped to Site 43 in batches as required. Several vials of this serum are amongst the chemical supplies stored in Room Four, kept in a discrete leather-bound locked case, along with a hypodermic needle and other accoutrements for administering it.

USING THE ORB

When they were active and inhabiting this tower, the elder things could commune with this sphere and use it as a psychic telescope, allowing them to sense and monitor the psychic emanations of a wide swath of humanity as it spread across the globe. They viewed this exodus with clinical interest, if not an especial measure of concern. Humankind, sadly, was far too weak and ineffectual compared to the elder things' true enemies, the other Mythos races inhabiting the primeval world. This tower, along with the other four, allowed the elder things to spy on the nascent human civilizations in long-vanished lands such as Valusia, Lomar, and Mu. The elder things divided the Earth into five segments for the purpose of their surveillance, each segment defined by running a line from the south to the north pole, like an orange with five segments. Each tower serving one segment of the divided globe.

The orb in the centre of this chamber has the capacity to connect the user with the great mass of human unconsciousness, or more specifically to the dream-state accessible by all humankind. Though the elder things were primarily concerned with physical sciences and genetic manipulation, they were nonetheless powerful psychics, able to control the shoggoths and other creatures of their making with mental

commands and discipline. Using the orb is simple: one need only touch the surface of the black stone sphere and concentrate. Doing so connects the mind of the user with the dreaming multitude. The elder thing could then focus in on individual minds and get a sense of the health of their "flock," taking notes and making observations.

The task of using the orb is a demanding one for a human.

Cth Controlling the orb requires an opposed POW roll versus the orb's POW of 20. If the roll is successful, the user can control the orb at a cost of 1 Magic Point per minute.

Sav Controlling the orb requires a successful Spirit test with a -4 penalty. If the test is successful, the user can control the orb as long as he succeeds at a Knowledge (Mythos) roll per minute.

After gaining control, the user is able to focus their attention onto (and into) the dreams of a multitude of sleeping humans within that section of the planet. The segment of the population this particular view once afforded is now primarily gone, claimed by the Atlantic Ocean. Additionally, using the orb will send a signal to the Elder City itself, causing blue-white energy to flow between the spars of a chamber within the Elder City (seep.292).



It is hard to make sense of the wave of surreal information that floods the user's mind. The experience requires a Sanity roll (SAN 1/1D6) followed by an INT×5 roll **Cth** / Horror test followed by a Smarts test **Sav** to make sense of what is being perceived. If successful, the user gains a picture of the world at war. The experience is something akin to watching a newsreel projected at high speed. If the opposed POW roll **Cth** / Spirit test **Sav** to use the orb fails, the person becomes lost in the psychic maelstrom, their consciousness swapped with that of a random sleeper within that geographical fifth of the Earth for 1D6 hours. This experience will cause the person using the orb to fall to the floor, unconscious. The investigator will awaken in another country as either Rita Cooper (a 13-year-old girl from Killarney, Ireland, who works in the fields pulling flax) or as Mustafa Botha (aged 48, a poor fisherman working off the coast of Namibia). If the person who touched the orb is awakened, either Rita or Mustafa will be shocked and confused at their new location, with the Keeper role-playing their reactions if need be. This scene may be played out as the Keeper sees fit. At the end of the allotted time, the two personalities will return to their rightful bodies.

An investigator connected to this orb and making a successful Psychology roll **Cth** / successful Knowledge (Psychology) test **Sav** will identify this shared human dream-space as the “collective unconscious” as popularized in the writings of controversial German psychiatrist Carl Jung.

THE NAZIS AND THE ORB

When members of Black Sun first discovered *Der Turm* and beheld the black orb, they looked upon it as an omen: was it not a model of the Black Sun? Word of their discovery quickly reached the ears of Reinhardt Weissler, Exarch of the Black Sun, and Weissler quickly ordered his scientists and technicians to redouble their efforts at awakening the God in the Mountain. In the time since, Nazi scientists have experimented with the black orb and have discovered that it can be used to reach out and sense the minds of millions of people. Not only that, they are also able to focus this awareness in on specific individuals. Currently, Black Sun's scientists and occultists are debating the methods by which the device might be used:

- The most obvious means of utilization is, ironically, the least in line with their occult purpose. Being able to remotely look into the mind of a specific individual means that the device can be used for spying, divining the secrets of an enemy at no physical risk and little chance of discovery.
- By prompting the body-swapping element of the mind-scan, the process allows German agents to infiltrate enemy forces directly, serving as spies, saboteurs, or even, in extreme cases, suicide troops.
- If the device could be modified to affect the minds of those it observes, it could also be used to subconsciously

indoctrinate millions to join the German cause, a form of sleep brainwashing. Just imagine: millions of people waking up and ready to start a new day, refreshed and enthused with the Nazi ideology without even knowing why.

Currently, the Nazi scientists and technicians at work in the tower are awaiting further instruction on how to proceed with any of these plans, and continue to experiment using Rinpoche and other test subjects, including “volunteers” from their own ranks. They are also formulating a plan to increase the supply of power to the uppermost chamber, believing that energizing the orb itself may allow them to open magical gates. Thence, they might use it to usher through its spiritual twin: the Black Sun, coaxing it from the valley in the Dreamlands over which it hangs. They suspect that while drawing so much power is indeed possible, it would result in the death of millions of dreaming people across the planet. However, such concerns mean little to members of the Black Sun, and thus they are readily making preparations for this contingency if their fellows in the Elder City are somehow unsuccessful in awakening the God in the Mountain.

OTHER POWERS OF THE ORB

The orb has a host of other powers available to the elder things, though the secrets to these techniques have long since been lost to the aeons. A few of these effects have occurred during the wide range of experiments the Nazi scientists have performed on and around the orb, but they have not yet divined any reliable or repeatable means of evoking, managing, and controlling these additional powers:

- The orb has the power to call out to life forms with minds less complex than that of humanity, such as wildlife. A sacrifice of 2D10 Magic Points **Cth** / A successful Knowledge (Mythos) test with a -2 penalty **Sav** by the user sends out a pulse from the orb, broadcasting a widespread signal that will be received by a variety of fauna in the area, causing them to mindlessly wander in the direction of the tower for 1D10 hours. For the towers nearer the coast, this resulted in an influx of seals and penguins, providing a rich source of food for the elder things at the tower, but this particular tower is so far inland that few wild animals survive the summons to the tower: their remains can be found, inexplicably, tens of miles/km from their native habitats and feeding grounds.
- The orb can channel bursts of energy from the spars on top of the tower. These bursts of power can be used to attack anything in the sky within 40 miles (64km) of the tower, and were used long ago as a form of air defence by the elder things in their battles against their most hated enemies, the mi-go. The user must expend 1D6 Magic Points to fire a bolt of mystical lightning. This bolt can be targeted using the user's POW×3 as the

base attack skill. The bolt delivers 10D6 points of electrical damage. It takes a full round to gather and focus the energies needed for the energy burst, locating the target of the assault through the tower's psychic sensitivity, and another round to actually launch the attack against the target. This process costs the user 1/1D6 Sanity Points **C_{th}** / The user must succeed at a Knowledge (Mythos) test to fire a bolt of mystical lightning. The bolt is aimed and shot using a Spirit test, and does 4d8 points of damage. Firing one of these bolts also generates a Horror test **S_{av}**. It has little effect on non-living beings or those which have no psychic presence. An aeroplane, for example, could not be targeted, but the pilot inside could be.

Malfunction: If a fumble is rolled when using the power of the orb as an aerial weapon **C_{th}** / If a Critical failure is rolled in any test involved with using the power of the orb as an aerial weapon **S_{av}**, the orb explodes with terrific power. This explosion will destroy the upper half of the tower and kill all those within, with no chance of survival. Anyone within 100yds (91m) of the tower will take 3D10 **C_{th}** / 3d6+1 **S_{av}** points of damage, those within a half mile (.8km) must make a successful Luck roll or take 1D10 points of damage **C_{th}** / take 1d8 points of damage **S_{av}**.

WRAPPING UP SITE 43

The investigators have undoubtedly learned that Black Sun is striving towards an unimaginable, apocalyptic end-goal, using strange and incredibly powerful technology gleaned from the ruins left by a seemingly alien race. Whether they have arrived at Site 43 via *Luftflotte Antarktika* or they travelled straight there from Ritscher Station, they should, at this point, have a general idea where the Elder City, the home of these beings, is located. If the investigators report back to the Antarctic Command Group, Byrd and Bell will encourage them to proceed to the Elder City as quickly as they can, using whatever means available.

Interrogating any of the inhabitants of the tower will reveal that the tunnels beneath Site 43 represent one of two means of entering the Elder City, with the other being Point 19. Though the voyage is a long one, it allows any visitors to bypass the dangers of flying to the site of the ruined city.

Allied re-enforcements are on the way, and can take command of Site 43. However, time is of the essence and the only course of action now is for the investigators to keep moving towards the Elder City. If they flew to Site 43, they can refuel and continue onward. If they used dog-sleds or ground vehicles, they have a chance to switch them out and use captured German planes, in order to plunge into the darkness ahead... to the city at the base of the Mountains of Madness!





CHAPTER 3

Into the Depths

"And beneath the earth does another crow,
The rust-red bird at the bars of Hel."
— Volva, The Poetic Edda

OVERVIEW

Whether pursuing a fleeing *Kommandant* Thaler, or journeying into the tunnels leading from Ritscher Station as part of the grander plan of stopping the Nazis in Antarctica, the investigators are on the way to an underground base, accessible only via the tunnels. They must survive the threats of the icy labyrinth, and assault the base with a direct attack, or attempt to infiltrate it clandestinely.

THE MISSION

From Ritscher Station, the investigators must enter the tunnel leading beneath Antarctica in a *Peiltochterkompass*-equipped submarine, entrusting their lives to the barely-understood arcane navigational device. Based on intelligence gathered during and after the assault, they know that the Nazis have another base hidden in these submerged tunnels, designated "Point 19," but do not know much more than that, including what lies beyond it. So, accompanied by a well-staffed crew of Soviets and/or Allied forces, the investigators must plunge forward into the night-black depths, heading into unquestionable danger!

THE REAL DEAL

In Point 19, the investigators will discover that while the base itself is a well-fortified jumping-off point for Nazi expansion into the vast and labyrinthine warren of caverns that thread through the earth beneath the surface of Antarctica, it is also one staffed by a morose group of German soldiers

who have all but given up the ideal of the survival of the Third Reich. These soldiers stand in stark contrast to their Black Sun and SS leaders, who maintain their devotion to the ideals of the Fatherland.

In addition to their crippling, existential despair, the Nazis in Point 19 are at a stand-off with a threat from outside: a subterranean crystal-based species they refer to as the "*Kristallianer*," whose spawning grounds the Nazis have inadvertently trespassed upon. The investigators must face a mix of despondent and ardent Nazis, as well as these geologic life forms, as Point 19 is the only means by which they can continue from the submarine tunnels to the passages that will lead to the Elder City.

TRAVELLING TO POINT 19

Beyond the chasm in which Ritscher Station nestles, the tunnel extends out into a labyrinth of stygian channels and voids cut into the rock by millions of years of water erosion. In some places, these tunnels open into vast aquatic grottos, while in others they dwindle away to fractures barely large enough for the U-boats to navigate. Rockfalls caused by seismic activity block many of the passages, making travel through them deadly without knowledge of their paths. The Nazis lost many men to the exploration of these channels, and only through the use of the *Peiltochterkompass* developed by *Nachtwölfe* were they able to drive deeper into the interior and establish a presence here. The waters in the tunnels are warmer than the surrounding Antarctic Ocean, fed by the superheated waters spewed forth by dozens of geothermal vents, resulting in complex eddies and currents that

make navigation dangerous, even with the guidance of the *Nachtwölfe* instrument.

This voyage covers a grand total of 1275 miles, an impossible voyage for a traditional elektroboat, or almost any other submarine. Under ideal conditions, the journey would take an estimated eight days of continual travel time at the maximum safe speed. Few ships can remain submerged so long, so the Keeper should indicate that the tunnels under Antarctica are honeycombed with pockets of air and chambers that eventually reach the surface. The investigators' submarine will need to make frequent stops to replenish air bottles, and to switch out batteries almost as often. Logistically, this voyage will require incredible discipline, and every inch of the submarine will need to be filled with food, additional batteries, and air bottles, all of which must be rationed to the limits of human tolerance. For these reasons alone, the Keeper may simply indicate that this voyage is beyond the scope of the adventure and encourage the overland or aerial routes.

Allied forces wishing to venture through the tunnels to Point 19 must be in a submarine equipped with a *Peiltochterkompass* (described on p.108), or they have no chance of survival. They have two options in this regard: the Soviet forces working alongside the Allied fleet have arrived with U-3517, a captured *Elektroboot* with the compass captured in **Siege on Saxemberg**, pp.19–32; or the Allies may have liberated another *Elektroboot* from Ritscher Station, possibly Thaler's intended escape vessel.

If the latter case, they may have the name of the base's commanding officer—*Hauptmann* Waldemar Huhn—and a rough estimate of the forces stationed there, a number estimated at roughly two hundred *Heer* and SS soldiers, specialists, and engineers. Depending on how much information the Allies were able to get from Thaler, the investigators may know that Huhn is a Black Sun Canon and that at least forty more Black Sun officers and members are stationed at Point 19. Thaler will not volunteer this information readily, only surrendering it if the investigators are already aware of the existence of Black Sun and have asked explicitly, as well as making him an offer that he finds agreeable.

If the investigators are especially successful in convincing the Antarctic Command Group of the importance of attacking Point 19—which should not be difficult on the heels of Ritscher Station and *Luftflotte Antarktika*—they may even be in possession of U-3517 and Thaler's own E-boat, each equipped with a *Peiltochterkompass*, doubling their potential force size and their chance of reaching the submerged base.

Bringing Thaler to Point 19

It may be also that Thaler is on hand, a prisoner accompanying the investigators through the tunnels and to Point 19. If so, he will more-than-likely be cooperative, biding his time that he might escape. **A Trail of Frost and Blood**, pp.124–177, details the information that will be provided by Thaler. Depending on the circumstances, he may be seeking to

betray the Allies at Point 19, or just using them for transport to that place, where he can make an escape attempt to gain access to his true destination, the Elder City, where his Black Sun peers are making their plans for worldwide terror.

The Keeper should remember to play *Kommandant* Thaler as a cunning, dangerous opponent, patient and observant. He will carefully consider his chances of escape, and utilize any information he has as a bargaining chip, so long as it does not pose an apparent risk to the overall Black Sun plan (which he does not know much about, other than that it will be enacted beyond the Elder City and involves worldwide Armageddon). Thaler may even seemingly betray his compatriots in return for his own safety, but ultimately his long goal is in lock-step with that of Black Sun, and any actions he takes to benefit the Allies should eventually be revealed as gambits to strengthen his own position.

Bringing Oberst Wernicke to Point 19

If the investigators have taken part in the siege on *Luftflotte Antarktika* and have taken Oberst Wernicke alive, they may have discovered in her a more cooperative prisoner than

Without the *Peiltochterkompass*,
the investigators may not survive
the sunken labyrinth of ice.

Thaler, or at least seemingly so. Though she and Thaler are ultimately Nazis, the forces of *Nachtwölfe* are less interested in worldwide genocide than they are in world domination. Wernicke has long suspected that Black Sun's goals in the South Polar Region are more apocalyptic than she feels comfortable about, and thus she may be willing to lend a small amount of assistance to the Allies, participating in any ruses they may choose to undertake to advance further into the Nazi occupation of Antarctica. However, other than knowing a little about Black Sun's methods and goals, Wernicke knows very little about Point 19, having never been there or discussed it with any members of the rival faction. Her use in an attempted infiltration into the base is therefore limited.

If she and Thaler are both prisoners, Wernicke will be less open to such aid, fearing reprisals should Thaler be able to turn the tables on the Allies and emerge with the upper hand.

And a Few Good Men...

As the investigators will be departing Ritscher Station right on the heels of the first (or subsequent) phases of the Antarctic assault, it is probable that they will be accompanied by a small squad of seamen and marines capable of handling a *Peiltochterkompass*-equipped German-made

submarine and guiding it through the tunnels leading to Point 19. The disposition of this group depends entirely on which vessel they are taking for the expedition:

- **U-3517, the Captured *Elektroboot*:** If they are in the captured *Elektroboot* brought by the Soviets, the crew will be almost entirely made up of Russian seamen, with a small detachment of British and US forces, likely seamen, Marines, or Commandos. p.88 of **The Shores of Death** provides more detail about U-3517 and its commanding officer, Captain Pavel Yakunin. Information about the Russian crew is in The Captain and Crew of U-3517 (following), and for the Allied forces, the Keeper is advised to use the write-ups of US Army Rangers (Elite) and the British Commandos (Elite) on pp.40 and 44, respectively, of the KG.
- **U-2404, Thaler's Private *Elektroboot*:** At the time of the raid on Ritscher Station, the private dock used exclusively by Black Sun has a single *Elektroboot* moored there, a vessel generally reserved for transport of Black Sun personnel to and from Point 19. Though it is regarded as Thaler's personal craft, he has yet to use it for that purpose, finding little reason to visit Point 19. This vessel is described on p.119 of **The Shores of Death**. If this ship is utilized, the instrumentation will require frequent Other Language

(German) rolls **C_{th}** / Knowledge (German) tests **S_{av}** to operate, though an investigator can who makes a successful Idea roll **C_{th}** / Smarts test **S_{av}** along with the required technical skill can perform the skill as normal. Relevant skills include: Damage Control; Electrical Repair; Navigate; Pilot (Submarine); Radio Operator; Radio Operator, Sonar; Torpedo; and potentially others **C_{th}** / Knowledge (Communications), Knowledge (Navigation), Knowledge (Sonar), Piloting and Repair, among others **S_{av}**. As U-2404 will have been seized by the Allied operation, its possible crew will be made up entirely of Allied personnel. See The Captain and Crew of U-3517 (following) for their write-ups. If none of the investigators are qualified to serve as commanding officer, the Keeper should appoint one of the suitable officers from **The Floating Kingdom**, pp.33–75, or a British Naval officer such as Captain Bell himself, no stranger to submarine warfare.

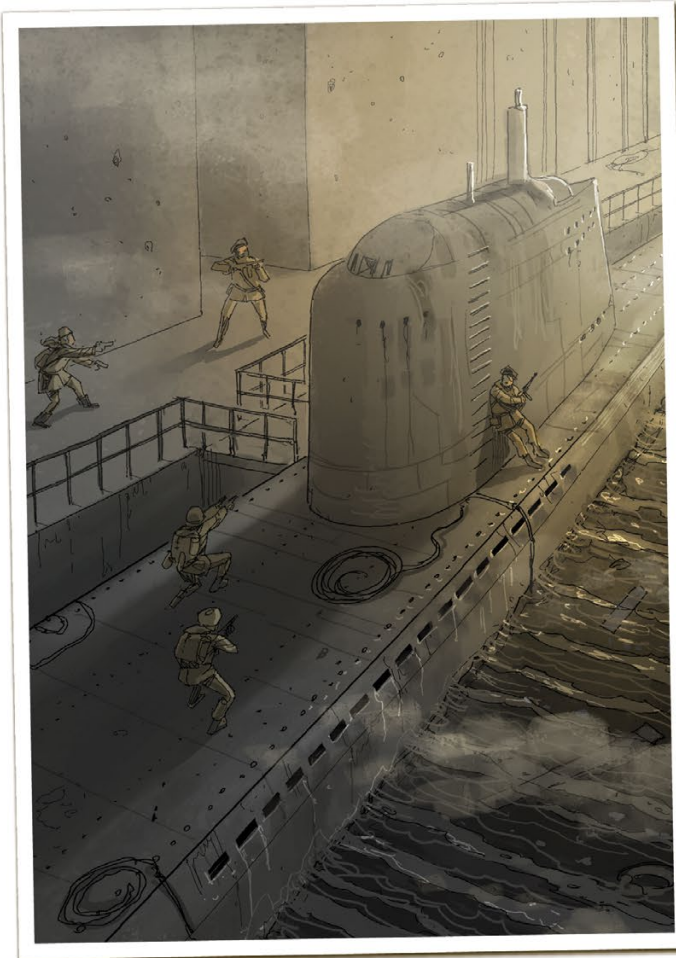
In either case, the E-boat crew (roughly two dozen men) will be supplemented with a small force of marines or commandos from the UK or the US. These will be no more than a dozen men in total, due to the relatively strict confines of the E-boat. If both boats are taken, two such squads of men can be accommodated, one on each submarine, doubling the effective firepower available to the Allies. As mentioned above, US Army Rangers or British Commandos are excellent choices, though the Keeper is encouraged to use more colourful groups such as those described in **Fighting Forces of the Antarctic Front**, pp.351–357, and especially suitable groups include the AIB Z Special Unit or the W Unit (“The Ghostwatchers”), the US-Canadian 1st Special Services (“The Black Devils”), the US 1st Marine Division (“The Old Breed”), the US Marine Raiders, or the Majestic Pathfinders.

This is also an excellent opportunity for wounded, insane, or otherwise incapacitated investigators to be retired from play and replaced with new investigators, should the players and Keeper find it necessary. These new recruits should be created using the guidelines presented in **Fighting Forces of the Antarctic Front**, pp.351–357 or from those described on p.8 of the **Introduction**, under Occupations.

The Keeper should allow the investigators any reasonable armaments, firearms, explosives, and ammunition they deem necessary for this excursion. They are heading into an unknown situation in the midst of hostile territory, and will provide any and all resources that will contribute to the potential success of the mission.

The Captain and Crew of U-3517 or U-2404

As described in **The Floating Kingdom**, pp.33–75, the Soviets captured the *Elektroboot* designated as U-3517 and the Allies equipped it with the captured *Peiltochterkompass*. The commanding officer of the vessel is Captain Pavel Yakunin, and the majority of its crew are Russian Navy.



These write-ups can also be used for any British Navy crew assigned to U-2404.

For simplicity, the seamen and officers below share write-ups, though the Keeper is encouraged to further customise the crew as desired.

CAPTAIN PAVEL YAKUNIN

Cth STR 13 DEX 15 INT 16 CON 15
SIZ 14 APP 14 POW 14 EDU 18
SAN 70 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 50%, Climb 55%, Close Combat 60%, Command 50%, Damage Control 45%, Diving 30%, Dodge 50%, Electrical Repair 40%, First Aid 50%, Heavy Weapons 50%, Hide 40%, Jury Rig 40%, Listen 50%, Mechanical Repair 50%, Navigate 50%, Pilot (Submarine) 60%, Radio Operator 35%, Radio Operator, Sonar 40%, Spot Hidden 50%, Swim 40%, Torpedo 60%.

Language Skills: Own Language (Russian) 85%, Other Language (English) 50%, Other Language (French) 25%, Other Language (German) 65%.

Weapons: *NR-40 Knife* (Knife) 60%, damage 1D4+2+db, attacks 1.

TT-30/TT-33 Semi-Automatic Pistol (Handgun) 60%, damage 1D10+2, attacks 2/1, base range 15 yds.

PPS-42 (Submachine Gun) 60%, damage 1D10, attacks 1 or burst, base range 110 yds.

Sav ★ **Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Boating d8, Climbing d8, Fighting d8, Healing d8, Knowledge (Communications) d6, Knowledge (Gunnery) d8, Knowledge (Navigation) d6, Knowledge (Sonar) d6, Knowledge (English) d8, Knowledge (French) d4, Knowledge (German) d8, Notice d8, Piloting d8, Repair d8, Shooting d8, Stealth d6, Survival d4, Swimming d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Edges: Command, Antarctic Trained.

Weapons: *NR-40 Knife* (Str+d4, AP 1), *TT-30/TT-33 Semi-automatic Pistol* (10/20/40, 2d6, Shots 8, Semi-Auto), *PPS-42 Submachine Gun* (Damage 2d6, RoF 3, Range 12/24/48, Shots 35, Auto).

SOVIET OR BRITISH SEAMAN (REGULAR)

Cth STR 14 DEX 13 INT 13 CON 14
SIZ 13 APP 12 POW 12 EDU 14
SAN 60 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 20%, Climb 45%, Close Combat 50%, Damage Control 35%, Dodge 45%, Electrical Repair 30%, First Aid 35%, Heavy Weapons 35%, Hide 35%, Jury Rig 40%, Listen 50%, Mechanical Repair 35%, Navigate 30%, Pilot (Submarine) 40%, Radio Operator 30% (or Radio Operator, Sonar 30%), Spot Hidden 40%, Swim 40%, Torpedo 45%.

Language Skills: Own Language (English or Russian) 65%.

Weapons (all): *Heavy Tool* (Close Combat) 50%, damage 1D6+db, attacks 1.

Weapons (UK): *Fairbairn-Sykes Fighting Knife* (Knife) 50%, damage 1D4+2+db, attacks 1.

Sten Mk. I-V Submachine Gun (Submachine Gun) 45%, damage 1D10, attacks 2/1 or burst, base range 30 yds.

Weapons (Soviet): *NR-40 Knife* (Knife) 50%, damage 1D4+2+db, attacks 1.

PPS-42 (Submachine Gun) 45%, damage 1D10, attacks 1 or burst, base range 110 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8.

Skills: Boating d6, Climbing d4, Fighting d6, Knowledge (Communications) d6, Knowledge (Gunnery) d4, Knowledge (Sonar) d6, Knowledge (English or Russian) d8, Notice d6, Piloting d6, Repair d6, Shooting d4, Stealth d4, Survival d4, Swimming d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 4.

Edges: Antarctic Trained.

Gear: *Heavy Tool* (Damage Str+d6).

Weapons (UK): *Fairbairn-Sykes Fighting Knife* (Damage Str+d4, Touch, AP 1), *Sten Mk. I-V Submachine Gun* (Damage 2d6-1, RoF 3, Range 12/24/48, Shots 32, AP 1, Auto).

Weapons (Soviet): *NR-40 Knife* (Str+d4, AP 1), *PPS-42 Submachine Gun* (Damage 2d6, RoF 3, Range 12/24/48, Shots 35, Auto).

SOVIET OR BRITISH NAVAL OFFICER (VETERAN)

Cth STR 13 DEX 13 INT 14 CON 13
SIZ 13 APP 12 POW 13 EDU 16
SAN 65 Hit Points: 13

Damage Bonus: +1D4.

Skills: Artillery 20%, Climb 50%, Close Combat 50%, Command 20%, Damage Control 25%, Dodge 50%, Electrical Repair 30%, First Aid 45%, Heavy Weapons 45%, Hide 30%, Jury Rig 50%, Listen 70%, Mechanical Repair 35%, Navigate 45%,

Pilot (Submarine) 40%, Radio Operator 40% or Radio Operator (Sonar) 40%, Spot Hidden 50%, Swim 40%, Tactics 25%, Torpedo 50%.

Language Skills: Own Language (English or Soviet) 70%.

Weapons (UK): Webley .38/200 Service Revolver (Handgun) 50%, damage 1D10, attacks 2/1, base range 15 yds.

Thompson Submachine Gun (Submachine Gun) 50%, damage 1D10+2, attacks 1/1 or burst, base range 30 yds.

Weapons (Soviet): TT-30 Semi-Automatic Pistol (Handgun) 50%, damage 1D10+2, attacks 2, base range 15 yds.

PPS-42 (Submachine Gun) 60%, damage 1D10, attacks 1 or burst, base range 110 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Boating d8, Climbing d4, Fighting d6, Healing d6, Knowledge (Communications) d6, Knowledge (Gunnery) d4, Knowledge (Navigation) d6, Knowledge (Sonar) d6, Knowledge (English or Soviet) d8, Notice d8, Piloting d8, Repair d4, Shooting d4, Stealth d4, Survival d4, Swimming d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Edges: Command, Antarctic Trained.

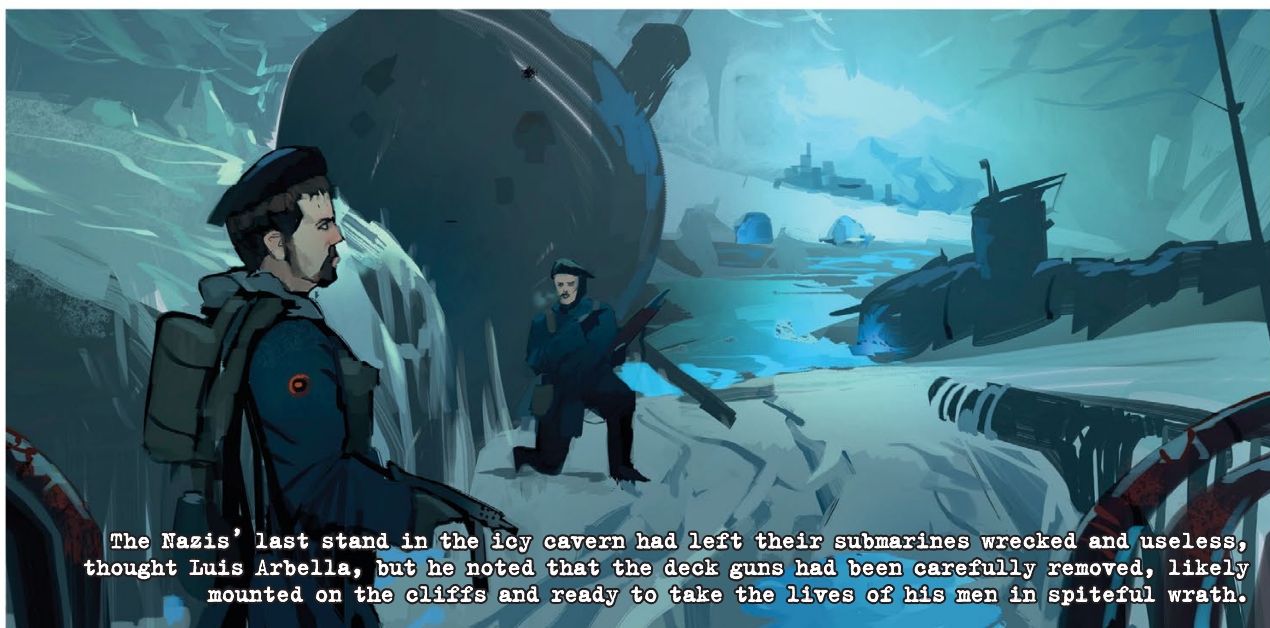
Weapons (UK): Webley .38/200 Service Revolver (Damage 2d6+1, RoF 1, Range 12/24/48, Shots 6, AP 1, Revolver), *Thompson Submachine Gun* (Damage 2d6+1, RoF 3, Range 12/24/48, Shots 20/50, AP 1, Auto).

Weapons (Soviet): TT-30 Semi-automatic Pistol (10/20/40, 2d6, Shots 8, Semi-Auto), PPS-42 Submachine Gun (Damage 2d6, RoF 3, Range 12/24/48, Shots 35, Auto).

One important issue to note about the Soviet crew is that at least two men onboard are not what they seem: one will be an agent of Institute 21 and the other a SMERSH agent. See p.354 of **Fighting Forces of the Antarctic Front** for more information about these undercover operatives, or use the guidelines presented in the *Achtung! Cthulhu: Guide to the Eastern Front*. For convenience, either of them could be considered Soviet Officers as described above, but with additional skills in Espionage 30%, Institutional Lore (SMERSH or Institute 21) 25%, Occult 35% (Institute 21 only), and Sabotage 25% (SMERSH only) **Cth** / Knowledge (Espionage) d6, Knowledge (Occult) d6 (Institute 21 only) and Repair d4 **Sav**. They will be equipped and uniformed as other seamen or officers, and will have cover identities, their true names and nature unbeknownst to their commanding officer, Captain Yakunin.

Hazards

Without use of the *Peiltochterkompass*, attempting to navigate the channels is virtual suicide, for even the most experienced submariner, with the constant threat of becoming trapped in the snaking tunnels. Even with the device to guide their vessel, the investigators will still face many hazards as they wind through the labyrinth. Once every six hours spent in the tunnels, the captain or navigator of a submarine must make a successful Navigation check **Cth** / Knowledge (Navigation) test **Sav** to correctly follow the path through. Success indicates the submarine has been set a relatively safe course and may continue unimpeded. However, a failed



Navigation check **Cth** / Knowledge (Navigation) test **S^{av}** indicates the submarine has encountered a potential hazard and the pilot must make a successful *Difficult* Pilot check **Cth** / Piloting test with a -2 penalty **S^{av}** to avoid disaster. The Keeper should emphasise this first danger through the ominous sound of the submarine hull grinding against the icy walls, etc. but have them otherwise emerge unharmed.

Failure of this second check indicates that the submarine has fallen foul to the dangers of the tunnels. In these cases, the Keeper should make a roll on **Cth** / draw an Action Card, drawing again if the result is a face card or a Joker, and consult **S^{av}** Table 10: Navigation Hazards, p.184.

Assuming the investigators and their submersible survive the deadly tunnels, they will eventually detect an air-filled cavern with clearance for their vessel to surface. This cavern is designated as Point 19 by Black Sun, and it is the Nazis' foremost base before the land tunnels into the Elder City begin.

POINT 19

Deep within the interior of the Antarctic tunnels, Point 19 is Black Sun's advanced base and rallying point for all expeditions into the network of tunnels that honeycomb the bedrock and eventually lead into the Elder City itself. Like the fissure in which Ritscher Station nestles, Point 19 is a cavern formed through millennia of geological erosion, the warm waters pumping out of the Elder City eroding the rock and creating a large empty space. Tens of millions of years ago, the cavern was open to the air above, but the ice and snow have long since enclosed it. However, some light still permeates through the cavern's icy roof, creating a perpetual twilight within the huge cavern. In addition to the light provided by the cavern's tenuous link with the outside world, a faint luminosity also emanates from huge geodes and clusters of crystal that seemingly burst from the walls and floor in the southern extremes, painting everything within the area in a pallid blue light.

Investigators familiar with *Nachtwölfe's* *Blauer Kristall*-based technology will recognize the raw form of this crystal at once, while an investigator succeeding in a Geology roll **Cth** / Knowledge (Science) test **S^{av}** will determine that it is unlike any other crystal thus far known in the field of that science. Anyone who read the briefing about Ritscher's expedition while en route to Jeremiah may remember some discussion of blue crystals.

Vessels entering the cavern from the submarine tunnels first arrive in a vast lake that cuts the cavern in two, surrounded on either side by wide beaches formed of black, volcanic sand. These beaches are strewn with the hulks of U-boats too badly damaged to attempt the return journey through the tunnels to Ritscher Station. Some bear the signs of almost fatal collisions with the tunnel walls; while others appear almost melted in places along their hulls. All

Die Peiltochterkompass ("Daughter's Compass")

Also known as the Polar Slave Compass, the workings of this device are little understood beyond the ranks of *Nachtwölfe*. On initial inspection it appears to be a standard nautical compass, though with additional markings and scales which bear little resemblance to official navigational systems. It is obviously a highly-complex machine, but even the most ignorant observer will quickly realise that the device does not operate as a standard magnetic compass.

During their experimentation with *Blauer Kristall*, *Nachtwölfe* scientists discovered unusual electromagnetic signatures emanating from the Elder City that could be exploited to produce a viable navigational aid, particularly in the treacherous tunnels beneath the Antarctic continent. Equipping their U-boats and E-boats with a *Peiltochterkompass* has allowed the Nazis to explore the tunnels more effectively, though not without the loss of several of their vessels.

Using the device comes at a cost though, as the emanations have an unsettling effect on those attempting to interpret its readings. Successful use of the device requires the user to expend 1D4 Magic Points and 1D6 Sanity Points **Cth** / make a Horror test with a -1 penalty **S^{av}** as the unearthly electromagnetic waves wash over their consciousness. Those who are able to withstand this assault on their minds receive a +30% bonus to the Navigation skill **Cth** / +2 bonus to Knowledge (Navigation) tests **S^{av}** while using the device.

In *Siege on Saxemberg*, pp.19–32, the Allies (likely the investigators) recovered a disabled *Peiltochterkompass* on Saxemberg Island, and it has been installed on U-3517, a captured German *Elektroboot*, described on p.88 of *The Floating Kingdom*. With information gleaned in Ritscher Station in *The Shores of Death*, pp.77–123, the Allies should be able to activate the device and gain access to the tunnels. Alternatively, the Allies can attempt to capture U-2404, *Kommandant* Thaler's own personal *Elektroboot*, a German submarine with the *Peiltochterkompass* already installed. The Keeper should emphasize that without a *Peiltochterkompass*, there is no chance of emerging from the tunnels alive. They should either decide to go overland and forgo Point 19 altogether, or use one of the devices at their disposal.

LIE DOWN AND DIE. THEN.
JUST STAY OUT OF MY WAY.

— BRANDON CARTER

Table 10: Navigational Hazards

Roll **Cth** /
Card **Sav**

Event

01–10 **Cth** /
Deuce **Sav**

Rock Fall: As the submarine passes through a formation of stalactites, the conning tower brushes against the roof of the tunnel causing a catastrophic collapse. The vessel suffers 1D6×10 damage **Cth** / 5d6 damage **Sav** and unless a further *Difficult* Pilot check **Cth** / Piloting test with a –2 penalty **Sav** is made, the vessel becomes stuck beneath the collapsed rock. Each member of the crew must make a successful Dodge check **Cth** / Agility test **Sav** or will suffer 1D10 damage **Cth** / 2d6 damage **Sav** as they are thrown violently about the cabin by the force of the impact. In addition, there is a 20% chance of a hull breach, flooding one compartment with icy cold water. As the submarine is plunged into chaos, investigators will need to think fast to save their vessel or at least themselves from a horrific death in the depths. See pp.127–128 and 136 of the *KQ* for statistics for submarines and p.57 of *Call of Cthulhu, Sixth Edition* **Cth** / see **Chapter 4: Situational Rules in the Savage Worlds** rulebook **Sav** for rules on drowning.

11–20 **Cth** /
3–4 **Sav**

Collision: The submarine jars against the wall of the tunnel, suffering 1D6×5 damage **Cth** / 4d6 damage **Sav** as the hull is torn by the jagged rocks. The crew must make successful Dodge checks **Cth** / Agility tests **Sav** to avoid suffering 1D6 damage **Cth** / one level of Fatigue from Bumps and Bruises **Sav** as the submarine shudders violently from the impact. There is a 10% chance of a hull breach, though a successful Damage Control check **Cth** / Repair test **Sav** made within three turns of the collision will prevent this becoming a critical breach.

21–30 **Cth** /
5–6 **Sav**

Rudder Damage: The rudder is struck by an underwater obstacle and severely damaged. Without it, the Pilot skill is at a –40% penalty, and the vessel's Handling is reduced to –10 **Cth** / any Piloting tests receive a –4 penalty **Sav** until the rudder is repaired. Repairs can be carried out, but these require a brave soul to don diving gear and venture out into the black waters (in addition to at least one successful Diving roll **Cth** / Swimming test **Sav** each way, the repairs will require a *Difficult* Mechanical Repair check **Cth** / Repair test with a –2 penalty **Sav** to make a temporary repair).

31–40 **Cth** /
7–8 **Sav**

Control Planes Damaged: Falling debris dislodged by a near miss with the walls jams one of the control planes, preventing the submarine from altering its depth until repairs can be made. All Pilot skills suffer a –25% penalty **Cth** / All Piloting tests suffer a –2 penalty **Sav** and the submarine is incapable of diving or (more importantly) surfacing. Repairs must be attempted before the submarine can continue (requiring a *Difficult* Mechanical Repair check **Cth** / Repair test with a –2 penalty **Sav**, as above, with the additional requirement of a successful Diving roll **Cth** / Swimming test **Sav** to gain access to the control plane).

41–50 **Cth** /
9–10 **Sav**

Screw Damage: The submarine's propeller becomes entangled with seaweeds disturbed by the vessel's passing. Handling and Speed **Cth** / Acceleration and Top Speed **Sav** are reduced to 0 until the obstruction is removed (requiring a successful Mechanical Repair check **Cth** / Repair test **Sav** made outside the vessel, with a required Diving roll **Cth** / Swimming test **Sav** as above). The crew may attempt to drive the screws faster in order to clear the obstruction, but this poses a 30% chance of causing the engines to overheat and breakdown, requiring three *Difficult* Mechanical Repair checks **Cth** / A Repair test with a –4 penalty **Sav** to remedy (and of course, the screws will still need to be cleared, requiring successful Diving rolls **Cth** / Swimming tests **Sav** to reach them).

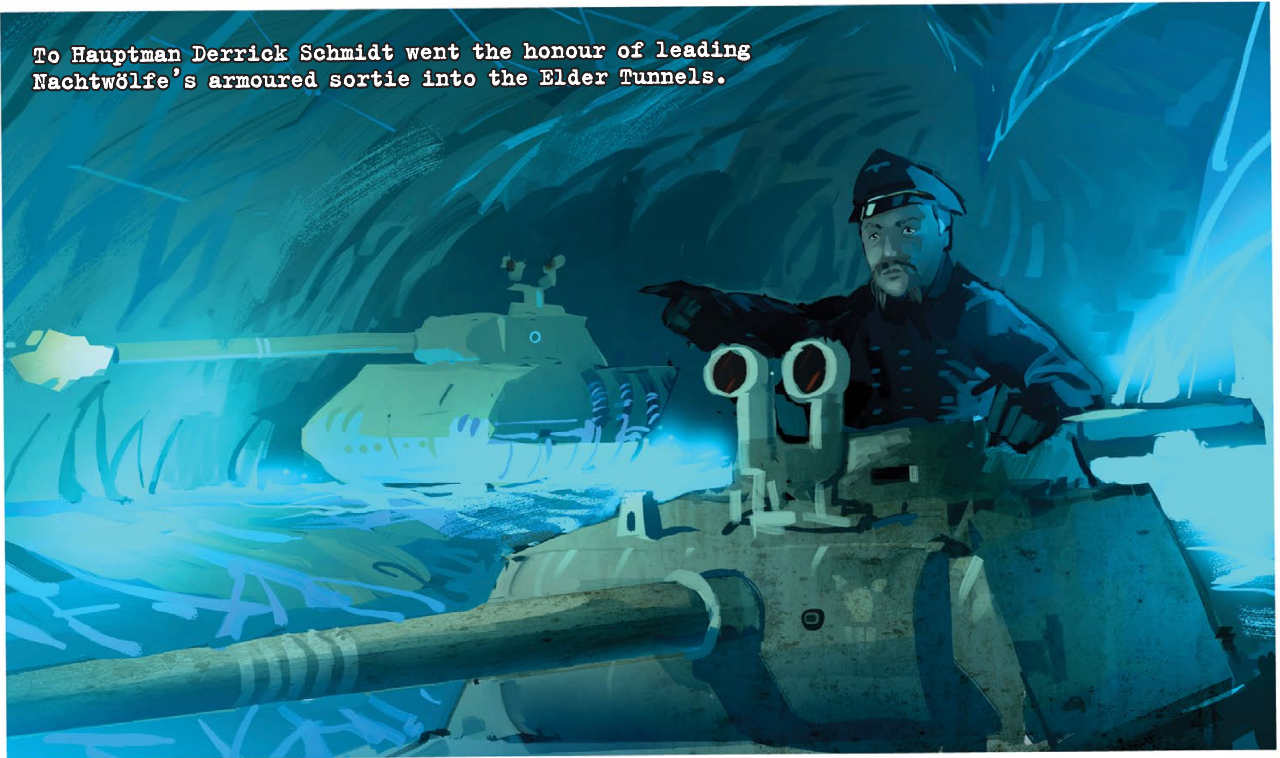
51–90 **Cth** /
Jack-King **Sav**

Geothermal Vent: The submarine's trajectory sends it over the mouth of a geothermal vent on the tunnel floor. The sudden burst of superheated water catches the vessel, and unless the pilot makes a successful Pilot check **Cth** / Piloting test **Sav**, causes it to shift and strike the rock wall, suffering 1D6×5 damage **Cth** / 4d6 damage **Sav**. After this sudden disturbance, the pilot can wrestle control back with a successful Pilot check **Cth** / Piloting test **Sav** and continue. Failing the Pilot check **Cth** / Piloting test **Sav** causes no further damage, but keeps the submarine wedged against the wall for another 10 minutes until it loosens and drifts free. At that time another Pilot check **Cth** / Piloting test **Sav** can be attempted, with the same possible outcomes.

91–00 **Cth** /
Ace **Sav**

Intruder: The rhythmic pulses of the submarine's engines awaken a shoggoth that has lain dormant on the tunnel floor for millennia. Sensing life aboard the vessel, the creature latches onto the hull and forces its way in through one of the torpedo tubes. Crewmembers in the torpedo room are faced with battling this hideous monstrosity whilst attempting to seal the tube and prevent the vessel from flooding. The Keeper may wish to substitute further encounters of this kind with geothermal vents instead (see above), to reduce the impression that shoggoths are common, or substitute this event altogether due to the extreme danger it presents to the sub's crew. Shoggoths are described on p.173 of *Call of Cthulhu, Sixth Edition* **Cth** / p.231 of *KQ* **Sav**.

To Hauptman Derrick Schmidt went the honour of leading *Nachtwölfe*'s armoured sortie into the Elder Tunnels.



have now been stripped of any materials of value, including their deck guns, and in some instances hull plates have been removed to reveal the now-mangled machinery that once kept them operational.

The air in the cavern is surprisingly temperate, and steam is visible rising from the ground in the northern end of the chamber, testament to the geothermal vents that provide the site with its heat, and—thanks to German ingenuity—also give it a steady supply of power.

Since discovering Point 19, the Antarctic detachment of Black Sun has focused all its efforts on creating a defensive base from which to explore the deeper tunnels. Early investigations were ill-prepared, and several expeditions were lost without trace before the dangers that dwell in the tunnels were realised. Now, Point 19 has significant defences in place to ensure that any threat that climbs up from the causeway to the south of the cavern is contained there, proceeding no farther. Many of the deck guns once mounted on the stricken U-boats are now deployed in fixed positions overlooking the maze of geodes and crystal that carpets the cavern's southern expanses.

This crystal field itself is one of the main reasons they have not been forthcoming about the nature of this base (and its unnatural inhabitants) to *Nachtwölfe*, depriving their rivals with an invaluable source of the *Blauer Kristall* they seek so readily... the very substance that brought them to Antarctica in the first place. If the plenitude of the crystals were revealed to *Nachtwölfe*, Black Sun would potentially lose control over the base to them, costing them ready access to the tunnels leading to the Elder City.

Now, Black Sun has effectively abandoned the northern shore of the cavern, mainly due to a collapse of morale among their SS and *Heer* lackeys. Germany's continuing slide into defeat and ignominy has led to a dramatic rise in alcoholism, and suicides are not uncommon. While Black Sun does still maintain the Command Centre due to its vital radio station, their forces are mainly concentrated on the southern shore. Investigators should be able to make landfall easily on the northern shore without immediate challenge.

Arriving in Point 19

How the investigators have chosen to arrive will greatly affect the reception they receive there. Due to regular electromagnetic disturbances, radio communication is spotty and occasionally impossible, so a sudden loss of contact with other Black Sun forces would not seem amiss. Depending on the tactics used in the Ritscher Station assault, no messages may have gone out. Thus, it may be possible that the forces in Point 19 have not yet been warned of the fate of their home base. Furthermore, tensions between *Nachtwölfe* and Black Sun are such that if *Luftflotte Antarktika* fell, it would not have occurred to anyone in *Nachtwölfe* to radio Point 19 whilst the assault was in place. The Keeper should ultimately decide what the state of affairs is in Point 19 when it comes to readiness, based on prior events.

A clandestine approach is likely the best approach. Even if they have been warned of the fall of Ritscher Station, Black Sun forces stationed here would never expect a vessel under Allied control to emerge from the Kanals and enter their base, so they will be highly susceptible to any ruses.

Thaler's cooperation here, for example, will go a long way to easing a safe and undetected entry into Point 19, and may get the Allies past the jetty guards without incident, until they tip their hands otherwise.

If the investigators choose to utilize diving equipment to have divers emerge from the submarine before surfacing and clear the docks, they should have a relatively easy go of it, given the immense difficulty the guards will have seeing anyone emerging onto either of the beaches. Though the waters of the lake are still quite cold and could cause an unequipped swimmer to suffer hypothermia, experienced men such as the Royal Navy Divers (p.47 of the KG) will not be so incapacitated.

Allies coming into the base with guns ablazing will get something of a fight, with most of the deck guns formerly pointing into the geode field quickly re-aimed at whichever jetty they choose to land at. Though the rank-and-file SS and *Heer* forces stationed here have slipped deeply into defeatism and despondency, they will nonetheless put up a heroic effort battling any invaders, feeling that they have little to lose at this point in the war. They will, however, readily surrender if given enough of an opportunity, should any conflict escalate past the point where they feel it can be won.

The Lake

Carved out from the surrounding cavern by millennia of water erosion, the lake follows the course of the channel, with tons of volcanic sediment deposited on either side to form the beaches on either shore. Measuring almost 500 feet (150m) from the northern to southern shore, and roughly 130 feet (40m) deep at its centre, the lake is an inky expanse of freshwater which, although warm by Antarctic standards, is still cold enough to kill a man after ten minutes of immersion. Swim rolls made after one minute become *Difficult*, and the rules for exposure presented in **The Shores of Death**, pp.77–123 should be applied to any investigators foolhardy enough to swim in these waters *Cth* / see **Chapter 4: Situational Rules—Drowning in the *Savage Worlds* rulebook *Sav***

Despite the inhospitable environment, the lake is teeming with myriad species of sightless fish which swarm constantly between patches of delicate weeds upon the lake bed. Though the waters are crystal clear, the relative darkness of the cavern prevents detection of anything beyond a few yards/metres in range. Any attempts at the Spot Hidden skill in this cavern are *Difficult* *Cth* / Notice tests in this cavern have a –2 penalty *Sav*. This is fortunate for the

investigators, permitting their vessel a stealthy entrance to the chamber in the blackness. However, as described above, surfacing may prove to be a more hazardous action in the echoing confines.

Any vessel entering the lake from the tunnels leading from Ritscher Station will emerge from *Kanal 1*, described below, roughly equidistant between the northwest and southeast jetties.

Jetties

There are two jetties on either shore of the lake, one to the northwest and the other to the southeast, established to allow visiting U-boats to quickly unload their cargo. They are roughly the same in size, assembled from concrete, steel piping, and wood, and each has already begun to show signs of crystalline formation on the submerged metal components. At present, both jetties are empty, though each has several inflatable boats moored to them for crossing the lake. The northwestern jetty is strewn with crates and materials and is unguarded, while the southeastern jetty is more orderly and guarded by two SS *Sonderkommando*, equivalent to the Infantry Soldiers (Regular) described on p.32 of the KG. They have no especial occult knowledge or powers, and have been assigned to this post by Black Sun because they remain somewhat more loyal than their compatriots.

As noted in Arriving at Point 19 above, the Allies' mode of entry into the base will determine the reception they receive. Due to the extreme murkiness of the cavern, the soldiers may not even react when a submarine moors at the opposite pier, thinking it nothing especially unusual. If the Allies behave strangely or are clearly acting in a provocative fashion (waving guns around, exiting their submarine as if part of a clandestine strike force, shooting at them, etc.) the Keeper should make a *Difficult* Spot Hidden roll *Cth* / Notice test with a -2 penalty *Sav* for each of the soldiers to determine if they notice anything amiss. If the rolls both fail, the soldiers will merely remain on duty, while if either of the rolls succeed, the soldier that made it will call out across the lake and demand an explanation (or react otherwise, as appropriate). If the investigators speak loudly in a language other than German, the Keeper should make a Listen roll *Cth* / Notice test *Sav* for each of them, having them react as above. Note that the Listen roll is not *Difficult* *Cth* / Notice test does not have a -2 penalty *Sav* as the chamber is quite good about echoing and sounds. Taking action against the guards will provoke an obvious reaction, with them likely taking defensive positions and returning fire, or falling back to sound a general alarm.

Gunfire exchanged in the cavern will echo loudly, likely alerting everyone in the base to an Allied incursion.

German Forces in Point 19

There are almost 240 Germans stationed at Point 19. Half of these are *Heer* soldiers and officers, and another 40 are engineers and specialists employed for digging out and fortifying the base. An additional 50 are SS *Sonderkommando* soldiers and officers, all wearing the uniform and insignia of Black Sun. The remaining 20 souls are members of the Cult of the Black Sun, a mix of Canons, Novices, and a few Masters.

- For the *Heer*, the Keeper should use the write-ups of Infantry Soldiers (Regular) and Infantry Officers (Elite) described on pp.32–33, and the Pioneer Infantry (Regular) on pp.33–34 in the KG.
- Other technicians and specialists are equivalent to those described in ...And a Cast of Thousands on p.108 of *The Shores of Death*.
- As described on p.38 of the KG, the *Sonderkommando* are functionally identical to Infantry Soldiers and Officers, despite different ranks.
- Black Sun personnel are equivalent to those described in the KG on pp.92–94.
- In addition to the living forces stationed herein, there are at least a dozen *die Toten*, the undead sentinels created by Black Sun as shock troops. They appear on p.96 of the KG.

As mentioned before, morale among the forces stationed here is quite poor, and many of the *Heer*, technical personnel, and even some of the *Sonderkommando* are ready to throw in the towel on the war effort and surrender.

Millennia of evolution and radiation
have evolved terrestrial insects
into the horrific *Kristallianer*.

Months of isolation without direct sunlight, poor news from home, ongoing war with the *Kristallianer*, and the baleful emanations of the blue crystals (and nightmares inspired by Daoloth) have taken their toll. Many look sallow and unhealthy, with sunken eyes, unsteady gaits, slovenly appearances, and surly attitudes. Investigators facing these men may find that it is relatively easy to get them to capitulate. Persuasion or Intimidation tests to make the soldiers surrender have a +2 bonus *Sav*.

Black Sun loyalists, however, are still fervent in their attitude, and have not yet succumbed to the despair that enshrouds Point 19. The investigators should notice that Black Sun's forces stand in stark contrast to their regular military counterparts.

*The South Pole pulls us to its apex, a lamentable
gravity we cannot, and should not, escape.*
- R.D.

The Kanals

Over the centuries, seismic activity and geological erosion has caused many fissures and chasms to form in the ice and rock, several intersecting Point 19. The Nazis stationed here have attempted to explore some of these fractures in the rock seeking additional possible entrances into the warren of caverns leading to the Elder City, but have met with little success.

Kanal 1: This is the entrance to the cavern chamber from the submarine tunnel that began at Ritscher Station. The tunnel expands to a width of 50 feet (15m) before rising up to meet the bed in the northeast section of the lake.

Kanal 2: Dropping quickly away into the darkness below, Kanal 2 is the entrance to a series of geothermal vents that provide heat and power to the Black Sun encampment. The fissure is a mass of steel pipes and conduits strung haphazardly between the lichen-covered rocks. The heat that rises from this chasm is considerable and anyone foolhardy enough to venture down must make a successful CON×5 test **Cth** / Vigor test **Sav** to avoid suffering 1D6 damage **Cth** / 1d6+2 damage **Sav** from the superheated steam each round. Each failed CON test reduces the multiplier by 1 each time (becoming CON×4 after one failed check, CON×3 after two, etc.) **Cth**.

The steam has coated all of the rocks and pipe-work with slick condensation, requiring a *Difficult Climb* check each round **Cth** / Climbing test each round **Sav** for manoeuvring within the vents. Failing this Climb check **Cth** / Climbing test **Sav** will result in the investigator plunging down into the vent, suffering 3D6 damage **Cth** / 2d8 damage **Sav**. Assuming the investigator survives the fall, he will be at least 30 feet (10m) down the vent and suffering heat damage (described above) each round until rescued.

Kanal 3: The approach to Kanal 3 is barred by a series of sandbag trenches and an 88mm naval gun, one of those taken from the wrecked U-Boats that litter the beaches, however the position is usually unmanned.

Cth Should the naval gun come into play, it requires the Heavy Weapons skill to operate, does 12D6 / 4 yards/metres damage, with a functional range of 1,600 yards (1,500m) (anywhere in the cavern is within range, but it does not get any bonuses from close range). It can make 1 attack every round, requires four men to operate, and it jams on a roll of 00.

Sav The naval gun has the following statistics: Range 100/200/400, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon.

The fissure snakes away into the darkness, quickly passing out of sight but even at the entrance, a successful Geology check **Cth** / Knowledge (Science) test **Sav** reveals that the walls are composed of a different type of rock, closer to granite than the more common volcanic basalt of the surrounding cavern. Exploring the channel further, investigators will find that the walls quickly transition into something

artificial, though of a type of construction alien to anything they have ever encountered. After approximately a mile (1.5km), the channel ends in a plain stone seal, again made of granite. Investigating the seal will reveal that it pivots on its central axis, requiring a STR vs. STR resistance roll vs. STR 40 to move it **Cth** / requiring a Strength test with a -4 penalty. This test can be cooperative **Sav**. Casting their torches around the interior, the investigators will see the shattered remains of three men wearing the uniform of the SS, their limbs torn and hanging at impossible angles. Beholding this grisly scene requires investigators to make Sanity rolls, with a potential loss of 1/1D4+1 points of SAN **Cth** / to make a Nausea test with a -2 penalty **Sav**.

Before any further investigation can be made, a terrible piping sound rises up from the darkness. This chamber was once an outpost of the dread flying polyps in their war against the Great Race of Yith. As the temperature dropped, the flying polyps abandoned this place, save for one of their number, chosen to remain behind as a lonely warden in case their enemies, the elder things, returned. The flying polyp, like many of its kin, is largely antithetical to humankind, but nevertheless considers any trespassers a potential threat. It will not distinguish between the Nazis and the investigators, dealing with anyone with equal amounts of brutality. If awakened, it will rise into the chamber, revealing itself to the investigators in a sudden, dramatic fashion.

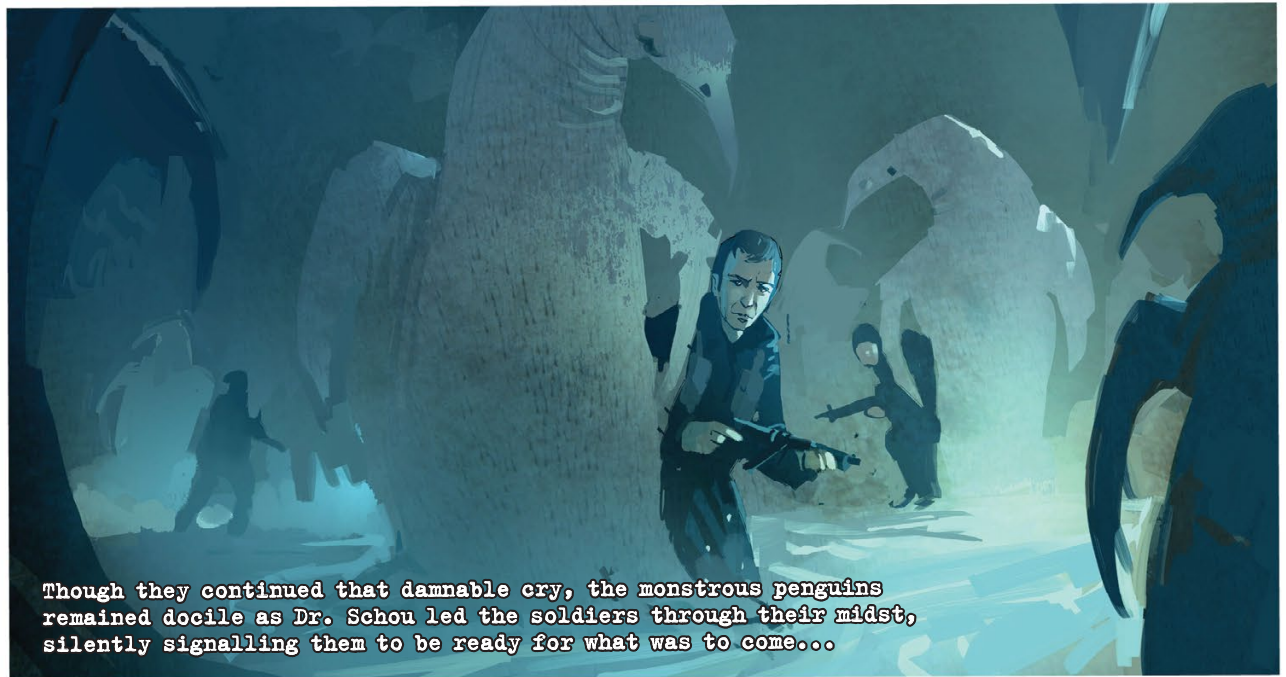
Cth Beholding the flying polyp requires each investigator to make a Sanity roll, with a possible 1D4/1D20 SAN loss. This particular specimen knows only two spells: Contact Flying Polyp and Fist of Yog-Sothoth. For more information about flying polyps, the Keeper should consult p.158 of *Call of Cthulhu, Sixth Edition*.

Sav Flying polyps are detailed in the KG, p.226. This specimen only knows two spells: *contact flying polyp* (KG, pp.203–204) and *fist of yog sothoth* (KG, p.206). Beholding the flying polyp requires each investigator to make a Terror test with a -1 penalty.

Kanal 4: This fissure narrows considerably until barely wide enough for a single man to squeeze down it. The walls of the fissure are quite unstable and could collapse at any moment, thus the Nazis have avoided exploring too deep.

Cth Every round an investigator spends attempting to explore the fissure has a 20% chance of causing a catastrophic cave-in of the fissure roof, causing 2D6 damage to anyone inside (Dodge check to reduce this to 1D6 damage). Should a cave-in occur, the investigator must make a *Difficult Climb* check or be trapped beneath the fallen rocks, requiring another investigator to enter and attempt to dig him out (again risking the danger of further collapses).

Sav Every round an investigator spends attempting to explore the fissure, draw a card from the Action Deck. If the card is a number of the Clubs suit (anything but a face card), a catastrophic cave-in



Though they continued that damnable cry, the monstrous penguins remained docile as Dr. Schou led the soldiers through their midst, silently signalling them to be ready for what was to come...

occurs, dealing everyone 2d6 damage. Have anyone inside make an Agility test. Those who succeed avoid being trapped and can exit the fissure after receiving damage. Those who fail are trapped and need another investigator to enter and attempt to dig them out (Strength test), possibly risking the danger of further collapses.

Kanal 5: Like Kanal 4, this fissure is quite narrow and difficult to manoeuvre through, though it is far more stable. Despite twisting and turning, the fissure begins to wind upwards, and after 220 yards (200m) it becomes steep enough that climbing gear is required if one wishes to continue further. Any investigator considering this feat should make a Listen check **Cth** / Notice test **Sav** to hear the sound of howling winds in the distance, suggesting that this passage leads to the surface. The ascent requires three successful Climb checks (failure indicating the investigator has suffered a minor fall of 1D6 damage, and must repeat the last Climb check to continue further) **Cth** / A successful Climbing test with a -4 penalty to reach the top. Failure means the investigator receives 2d6 damage from the fall and may try again **Sav**. If successful, the investigator emerges from a small, tight crevasse in a rough, rocky hillside covered in basalt scree, tens of miles/km from anything of note.

Kanal 6: This kanal is the source of the nutrient-rich waters that originate in the stygian blackness beneath the Elder City itself. Initially the Nazis hoped to access the city directly by submarine, but realised the futility of such endeavours after the disastrous loss of several vessels attempting to navigate the channel beyond Point 19. On the last of these expeditions, one of the denizens of the tunnel—a shoggoth—decided to follow their retreating expedition back, so they have made no further attempts to explore in this direction *via* submersible. The shoggoth has been

long since dealt with (at the cost of a couple of the scarred, melted hulks of beached U-boats on the shores of the lake), but its memory persists and they are ever-vigilant about anything coming into the cavern from that direction. For all practical intents and purposes, Kanal 6 is the end of the line as far as submarine navigation to the Elder City goes.

Additionally, the Nazis have gone to great lengths to ensure that no further exploration takes place in either direction, with the construction of a submarine net and the mooring of two naval mines at the channel entrance. These two mines, linked together in a “daisy chain” formation by a steel chain, will be pulled alongside any vessel or large object attempting to navigate the channel, and will detonate once either makes contact. This massive double blast will cripple any submarine and will likely kill anything attempting to break into the cavern from the channel.

Cth Each mine does 8D6+6 damage/2 yards (2m) radius and malfunctions on a roll of 97–00.

Attempts to dismantle one of them requires a successful Mechanical Repair roll to open and a *Difficult* Demolitions roll to defuse, due to the thick encrustation of the crystalline deposits that have formed on their access panels. Failing the Demolitions roll will detonate the device instantly, and has a 75% chance of detonating the other mine. The steel chain connecting them is similarly encrusted with crystalline growth, and has 12 points of armour (crystal and steel) with any individual link having around 20 Hit Points.

Sav Each mine does 4d6+2 damage (AP 5) in a Medium Burst Template (optionally the Keeper might want to draw an Action Card before rolling damage, with a Joker indicating the mine malfunctions). Attempts to dismantle one of them requires a successful

Kristallianer

Thousands of years of evolution and exposure to the raw crystal have produced these monstrosities, evolving them rapidly from terrestrial insects. Their ability to consume the raw crystal from the geode field and their considerable defences have resulted in them having no natural predators, and enabled them to grow by leaps and bounds beyond evolutionary limits.

Measuring up to five feet (1.5m) in length, *Kristallianer* most closely resemble the centipede from which they originally evolved, though millennia of adaptation to the alien crystal have encased their segmented bodies in blue crystalline armour that glistens as they scuttle across walls and ceilings. Their heads have no discernible sensory organs, being dominated by a ring of vicious crystal mandibles that constantly taste the air around them. They possess hundreds of pairs of legs which enable them to move across any surface with alarming speed, with the front pair being larger and more elongated than the remainder and used to grasp their prey.

Kristallianer are drawn to heat, which they drain from their victims through an unknown process as they bite. Due to this, an evolutionary development of their diet of blue crystals, they are immune to the effects of fire though the kinetic effect of explosive weapons can harm them, though they only suffer half damage from such attacks.

Possessing only animal intelligence, the *Kristallianer* have learned to avoid the ridge area for fear of the Nazis and their alkaline weapons, but are far more predatory in the safety of the geode field. There, they will attempt to ambush any individual who should attempt to explore it. If they are confronted by investigators armed with either alkaline- or cold-based weapons, they will quickly flee into the geodes, but will continue to stalk the investigators looking for an opportunity to ambush them.

KRISTALLIANER

Cth

STR 4D6 **DEX** 3D6 **INT** 1D6
CON 3D6 **SIZ** 2D6 **POW** 2D6
SAN n/a **Hit Points:** 15

Damage Bonus: +1D6; **Move:** 12.

Skills: Dodge: 30%, Hide: 40%.

Weapons: *Bite* 35%, damage: 1D8+Special

Armour: 6 points of crystalline chitin

Special Rules: *Kristallianer* are immune to fire attacks and only suffer half damage from explosives and firearms. Alkaline attacks and cold damage inflict double damage.

A *Kristallianer* that makes a successful bite attack will attempt to drain heat from its target. Victims must make a successful POW vs. POW resistance roll or suffer an additional 1D3 damage each round. Attempting to break the grip of the *Kristallianer*'s powerful maw requires a successful STR vs. STR resistance roll and causes an additional 1D2 damage as the beast's jaws tear loose.

Sav

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8.

Skills: Fighting d6, Notice d6, Stealth d6.

Pace: 10; **Parry:** 5; **Toughness:** 9 (3).

Special Abilities

- **Armor +3:** Thick crystalline chitin.
- **Bite:** Str+d8, AP 4. If the attack is successful, the *Kristallianer* latches onto its victim and attempts to drain its heat. The victim must also make a successful Vigor roll or suffer an level of Fatigue each round. Attempting to break the grip of the *Kristallianer*'s powerful maw requires a successful opposed Strength test and causes an additional 1d6 damage as the beast's jaws tear loose.
- **Immunity (Fire):** *Kristallianer* are immune to fire attacks and only suffer half damage from explosives and firearms.
- **Weakness (Alkaline & Cold):** Alkaline (sodium hydroxide) attacks and cold damage inflict double damage.

At last, a specimen so vile
 even the Nazis can't bring
 themselves to cook and eat it!

—Capt. Harris

Repair roll to open and then a Knowledge (Demolitions) test with a -2 penalty, due to the thick encrustation of crystalline deposits that have formed on their access panels. Failing the Knowledge (Demolitions) test will detonate the device instantly. If the Keeper draws a card of any suit but Hearts, the other mine also detonates. The steel chain connecting the mines has a toughness of 14.

Kanal 7: There are two paths down into *Kanal 7*, one in the geode field itself and a second accessible from above the ridge, guarded by an 88mm naval cannon, identical to the one in *Kanal 3*. Investigators may be able to gain access to the geode field via this path without having to run the gauntlet of the Black Sun's fortress in Point 19 (called the *Zitadele*) and its ramp down to the field, though they will risk encountering the *Kristallianer*, a form of life that dwells in the field.

This fissure, encrusted in the blue crystal geodes, has become a breeding ground for the creatures that infest the field. Their barbed, crystal eggs hang from the walls and roof of the fissure, pulsing and crackling rhythmically as they feed upon the crystals around them. Any attempts to move through the fissure risks alerting the parent creatures to a threat to their young. Investigators using *Kanal 7* to reach the geode field must make a successful Dodge check **Cth** / Agility test **Sav** to avoid disturbing the eggs. Failing this check results in 1D6 of the creatures immediately scuttling out from the deeper fissure to protect their young. The

Keeper should consult the side box on p.89 for information about the *Kristallianer*.

Kanal 8: Hidden deep beneath the maze of geodes that carpet this region of the cavern, this fissure is in fact the cause of the geological anomaly. This region of Antarctica was once extensively mined by the elder things for the rare crystalline deposits that formed the basis of their blue crystal growth. The alien machines mined the huge deposits without pause and despite the virtual extinction of their creators continued to do so for centuries after the elder things had retreated to their perpetual hibernation.

As with any machine, these mining devices began to break down over the course of the millennia and malfunctions began to plague their mechanisms. The mining drills ceased to function thousands of years ago, but the crystals they collected continued to grow in their huge maws. The machines were long ago consumed by the growth of the raw blue crystals, which have spread into the main cavern and now form the maze-like geode field.

Within this fissure, the last of the mining machines sits; virtually dormant except for its power supply which, combined with the unearthly properties of the blue crystals, has accelerated their growth. The machine itself is far beyond reach, entirely encased in a thick layer of bluish crystal, but the heat from its power supply is enough to ensure that the crystals will one day fill the entire cavern.



Geothermal Plant

A rust-covered corrugated-metal warehouse contains the site's power supply—an electric turbine driven by the superheated steam rising from geothermal vents in the cavern floor. A mass of steel pipes and conduits spreads from the rear of the building and disappears down into the vents themselves (see Kanal 2 on p.188).

The warehouse contains mechanical repair equipment and the materials needed to maintain the turbines, but has little else of interest. The turbine and electrical generators are maintained by a crew of four engineers whose quarters are in a room adjoining the turbine. These men are equivalent to mechanics, as described on p.107 in *The Shores of Death*.

Command Centre

The Command Centre is a large wooden structure, with the banner of Black Sun flying above it from a large scaffold. Two *die Toten* stand guard silently to either side of its main doors. The scaffold structure is braced against the cavern wall and appears to extend up into the ice of the roof. Investigators making a successful check of either the Electrical Repair or Radio Operator skills **Cth** / Repair or Knowledge (Radio) **Sav** will be able to identify the cabling and antenna that snake up through the scaffolding as a radio mast, indicating the purpose of this building. The antenna has been bored up through the ice to allow radio transmissions to and from Ritscher Station, though electromagnetic disturbances common to the area have left them occasionally without contact.

Inside, the building consists of a barracks, radio room, and several offices which the squad of Black Sun soldiers stationed here occupy. Were it not for the radio antenna, Black Sun would have abandoned this facility along with the rest of the northern shore, but because of its critical importance they maintain a presence here. The ten soldiers—all Black Sun Novices—are commanded by a Black Sun Canon, the latter with strict orders from the Priors themselves to maintain communications whenever possible.

Depending on the outcome of events in Ritscher Station, they may be concerned about the sudden lack of communication, reacting to a warning of the Allied raid, or chalking the lack of contact up to periodic weather disturbances, working even now to verify that their compatriots on the coast are still there and that everything is in order. A few of the Novices may be examining the equipment when the investigators arrive, trying to determine if the communication breakdown is due to technical failure on their end.

Encampment

The main encampment is a mess of tents and Quonset-style prefabricated huts, surrounded by chaotic piles of equipment, and stacked crates with the Nazi eagle stamped upon them. Regardless of the delusional beliefs of the most fervent Nazis

that Antarctica will be their new Fatherland, this jumbled mess is all that remains of their thousand-year dream.

Fortunately for the investigators, alcoholism and depression have taken their toll amongst even the most zealous fanatics of the *Reich*, and many of the soldiers stationed here are no longer capable of accomplishing anything other than infighting and drinking themselves into a stupor. Despite the attempts of those few SS officers who have not succumbed to defeatism themselves, many German soldiers simply lie around their encampment all day waiting for the end to come. Only Black Sun's sinister elite continue to pursue their dark goals.

Investigators moving through the encampment should make a Sneak check **Cth** / Stealth test **Sav** to remain out of the way of those men who might still challenge their presence. A successful check indicates the investigators have managed to move through the camp successfully, going unnoticed.

Cth Any investigator failing the roll should make a Luck roll. If the Luck roll is successful, the investigator was spotted, but only by one or more of the drunken soldiers who no longer care what happens here and will not interfere. Failing both the Sneak roll and the Luck roll indicates that the investigator has encountered one or more of the remaining fervent SS officers, who will challenge them.

Sav Any investigator failing the test should draw an Action Card (if any investigator has the Luck Edge, draw two cards and act on the most advantageous; if any investigator has the Bad Luck hindrance, draw two cards and act on the least advantageous; should investigators have the Edge and Hindrance between them, they cancel each other out). If the card is Clubs, the investigator has encountered one or more of the remaining fervent SS officers, who will challenge them. Otherwise, the investigator was spotted, but only by one or more of the drunken soldiers who no longer care what happens here and will not interfere.

These loyalists will attempt to sound the alarm, a hand-cranked siren sitting on an upturned ammunition crate in the centre of the camp. Should this alarm be raised, Black Sun will send a squad of a dozen still-loyal *Sonderkommando* and two Black Sun Canons from the Command Centre to investigate. These well-armed and motivated fanatics will arrive at the encampment in 1D6+2 rounds, and will take little time before acting violently to any perceived threat. They care little for the menial German forces stationed here, and will resolve any attempted threat with excessive violence, no matter who may be caught in the crossfire.

Stores

To the north of the encampment, four large wooden-framed buildings contain Black Sun's precarious supplies including survival rations, medical equipment, and weaponry. Though

Black Sun's quartermaster here has attempted to maintain the base's supplies with regular replenishment by U-boat, the ever-tightening noose of the Allied navies closing in on their operations has meant that these supplies are now running low. Chaos and confusion reign supreme, with every case of arriving rations being accompanied by three cases of mundane or even useless supplies being shipped out of Germany to store in the eventuality that Antarktika becomes the new home of the *Reich*. Investigators seeking trophies for after the war may be delighted with the crates whose contents lay spilled open onto the wooden floors, a vast collection of pristine Knights' Crosses and framed portraits of *der Fuhrer*, intended to be displayed throughout the base.

A thorough search of the four stores will yield some useful equipment such as climbing gear, cold-weather clothing, lighting equipment, and a huge supply of sodium hydroxide solution (better known as caustic soda), stored in 1-litre glass bottles. Investigators making a successful Chemistry roll should be intrigued as to the reason why the Nazis see fit to keep such a vast quantity of the alkaline on hand.

Black Sun Camp

Far better-kept and operational than the *Heer* and *Sonderkommando* encampment on the opposite shore, the Black Sun camp consists of neatly-ordered Quonset-style huts and tents in which the Novices, Canons, and Black Sun loyalist troops live between expeditions into the tunnels. The camp is guarded by Black Sun soldiers who remain vigilant at all times, and any investigators foolish enough to wander into the camp will be quickly challenged.

Garage

A large corrugated metal hangar contains a collection of vehicles Black Sun hoped to use in their further exploration of the tunnels. Two Tiger IIe tanks—one fitted with a plough-blade for clearing the geode field—are kept here, alongside several half-tracks, three *Kubelwagens*, and six BMW motorcycles with sidecars. The garage contains fuel for these vehicles along with repair equipment, and a sizeable magazine of ammunition for both the Tigers' 88mm cannons and the MG42 machineguns sported by the half-tracks and motorcycles.

The Ridge

This is a natural cliff in the cavern floor rising up 50 feet (15m) above the geode field and providing a natural obstacle to exploring the southern end of the cavern.

Having discovered to their cost the dangers that lurk within the huge geode maze beneath the ridge, the Nazis have established a series of defensive trenches with defilade over the geode field. A mixture of sandbag trenches and

reinforced observation posts with 60cm spotlights mounted at regular intervals to assist threat detection, these defences are manned at all times by at least two dozen of Black Sun's crack *Sonderkommando* troopers, who maintain a watch to ensure nothing breaks through the lines.

Bottles containing strong alkalis have been dropped from the ridge to clear an area of crystal growth approximately

The jumbled mess of Point 19 is all that remains of the Nazis' new Fatherland and their thousand-year dream.

65 feet (20m) deep, to provide a killing zone should any of the inhabitants of the field attempt to approach the ridge, and the trenches are stockpiled with crates containing 1-litre glass bottles of concentrated sodium hydroxide solution.

SODIUM HYDROXIDE

Used in many industrial processes, sodium hydroxide is a strong alkaline. In its pure form, it appears as a whitish solid, either flaked or formed into pellets. When combined with water, which results in the release of considerable heat, the substance dissolves to produce a colourless and odourless liquid which feels slightly slippery to the touch.

As with all strong alkalis, this liquid is highly corrosive and acts as a strong acid for purposes of damage (see p.57 of *Call of Cthulhu, Sixth Edition Cth* / 2d4 damage per round, one die of damage may be lowered each round by cleaning or washing the acid *Sav*). When used as a weapon against the crystalline life forms that inhabit the geode field, it inflicts double damage for the first round, then normal damage the second, and finally half damage for the third round as the alkaline reacts with their alien physiology. Each individual attack with the solution inflicts its damage separately.

Emplacements

These emplacements, constructed from sandbags and packed earth, mount 88mm naval guns stripped from the many U-boats that were unable to make the return journey to Ritscher Station. These guns are identical to those described in the section on *Kanal 3* on p.188.

Each gun has a store of fifty rounds of high explosive ammunition, plus twenty rounds of specialist shells loaded with sodium hydroxide, which are used to great effect against the crystal fields and its inhabitants. One round of this specialist ammunition is enough to clear a 20 foot (6m) radius of crystal, as well as any *Kristallianer* caught in the blast. Either type of shell is more than sufficient to kill a human target (inflicting 12D6 damage to all caught in the area of effect *Cth* / increasing the area of damage to a Large Burst Template *Sav*).

The Zitadele

A huge hexagonal fortress, constructed of reinforced concrete and steel, the *Zitadele* is built out over the edge of the ridge and provides enfilade over the full length of the cliff face itself. The main doors, guarded by two *die Toten*, are on the northern face of the fortress, while beyond the cliff, a reinforced concrete ramp leads down to the geode field below. The entrance to the ramp is secured by massive steel blast doors above which two 88mm naval guns have been positioned in an open balcony to provide defensive fire against anything attempting to climb the ramp.

The leader of the *Zitadele* (and the rest of the base) is a Black Sun Master—*Hauptmann* Waldemar Huhn—a sadistic thug willing to sacrifice anything to further the cause of his faction. He is a tyrant, feared by those who serve under him, which has caused little to improve the morale of the forces outside the *Zitadele* in the rest of Point 19. *Hauptmann* Huhn is equivalent to a standard Black Sun Master such as the one described on pp.93–94 of the KG. He is almost always on duty within the Black Sun sanctum on the second floor, though he may venture outside to inspect any breaks in routine or see to any potential problems. If he leaves the *Zitadele*, he will be surrounded with a force of at least four *die Toten* and several Black Sun Novices as lackeys.

The *Zitadele* is comprised of four floors plus the roof, all connected to one another by a concrete stairwell that runs down the centre of the structure.

Lower Floor: The lower floor is a single massive chamber dominated by the thick steel blast doors that secure the top of the ramp. Inside, concrete firing positions face the doors and are manned by Black Sun troops, armed with *Panzerfaust* anti-tank weapons and MG42 machineguns, ready to fire whenever the doors are opened.

A small command post is situated at the back of the chamber, with a telephone connecting it to the control room for the doors on the floor above.

Ground Floor: The ground floor consists of three main chambers; the entrance chamber through which all personnel must pass, watched unnervingly by a pair of faceless and silent *die Toten*; the control room for the blast doors and the mechanical gear system that enables such huge doors to function; and an open balcony containing two 88mm naval guns. The mounts for these weapons have been modified to allow them to fire at up to +30 degrees elevation, giving them a clear field of fire down the entire ramp.

First Floor: Used as a barracks by Black Sun, this floor has a gallery around its perimeter with firing ports at regular intervals that provide a clear field of fire in all directions. An armoury contains an arsenal of weapons and ammunition, all kept in excellent working order. The rest of the floor is dedicated to barracks for a platoon of Black Sun *Sonderkommando* led by a Black Sun Canon. They remain on standby, awaiting orders to sortie out into the geode field if needed.

Second Floor: The second floor is Black Sun's inner sanctum, and it is from here that they plan their

explorations of the tunnels beyond the geode field, overseen by *Hauptmann* Waldemar Huhn, a Black Sun Master of considerable power. Huhn has his own private chamber on this floor, which opens onto the main chamber. This room is dominated by a map of the tunnels they have explored so far, and is manned by eight Novices and guarded at all times by four *die Toten*.

Roof: The rooftop is a flat platform protected by a high wall and dominated by a massive crane on its northern edge. This crane is used to transfer vehicles and heavy equipment from the ridge to the ramp and is controlled from a cabin at the base of the device (requiring a successful use of the Operate Heavy Machinery skill **C_{th}** / Requiring a Smarts test with a –2 penalty **S_{av}** to use successfully). The crane is also used to lower cages containing Black Sun's more unusual forces down into the field, rather than storing them in the limited confines of their encampment.

The roof is used as a firing platform for three 81mm mortars stationed overlooking the geode field. One mortar is manned at all times by a two-man crew, and is capable of firing high explosive or alkaline shells, as well as star-shells for illuminating the geode field.

Geode Field

Below the ridge, the cavern drops away into a luminescent field of crystalline geodes formed over the centuries by the runaway growth of the blue crystals mined by the elder things. These bizarre fractal formations sprout from every surface, forming a confusing maze of razor-sharp crystalline ferns, which glow with a faint unearthly blue light.

Even if a successful roll of the Geology skill **C_{th}** / Knowledge (Science) test **S_{av}** is made, the investigators will still be unable to recognise the exact nature of the crystal formations within the field, though as discussed below, they should be careful of investigating too closely.

Despite their benign appearance, in their natural raw state the crystals have a severe reaction to heat. If brought into direct contact with the crystal, even the heat of a human body is enough to inspire rapid growth. Peering into the midst of the crystal forest, a successful Spot Hidden check **C_{th}** / Notice test **S_{av}** will reveal the dark forms of men unfortunate enough to have come into direct contact with the crystal, their faces still locked in masks of terror as the crystals swarmed over them.

Anyone foolish enough to touch the crystal with their bare hands or other parts of exposed flesh must make an immediate CON resistance roll vs. a CON 40 **C_{th}** / Vigor test with a –2 penalty **S_{av}** or suffer 1D8 damage each turn **C_{th}** / one automatic Wound each turn **S_{av}** as the crystal leeches the heat from their body and grows to encase them in new crystal. Each turn the investigator can make another attempt to break free, using STR **C_{th}** / a Strength test with a –2 penalty **S_{av}** as the resisting force. Others can attempt to assist the investigator, but if they do not make a roll of

DEX×5, they run the risk of becoming equally infected as above **C_{th}** / the Strength test can be cooperative, but any other investigators who help must make a successful Agility test to avoid becoming equally infected **S_{av}**. This effect is essentially unstoppable once it begins, and the process is terrible to behold as crystals form in the victim's lungs and burst from their still screaming mouths provoking a Sanity roll, causing 1/1D8 SAN loss **C_{th}** / A Horror test with a -1 penalty **S_{av}** to anybody witnessing it. A closer look at some of the encrusted bodies within the field reveals that some of these men were mercifully executed with a bullet to the head before the crystals made it impossible, their still-warm corpses quickly engulfed by the stuff and their death-rigours stilled for eternity.

The crystal forest, having evolved over the course of millennia, has developed its own warped ecosystem, and is far from uninhabited, hence the considerable defences established by the Nazis on the ridge. Within the forest of crystals, a new form of life has developed quite alien to Earth's normal environment. These creatures stalk the fields looking for unsuspecting prey upon whom they can feed, and Black Sun has named them "Kristallianer."

The Nazis have discovered, at great cost, the danger presented by the geode field, but it is the only avenue to the causeway and so they have done their utmost to create a clear path through the dense fractal maze. Using a Tiger II tank adapted with a plough blade, they have created a serviceable highway through the geodes, lined with electric lamps and patrolled by SS troopers. Investigators attempting to use this route will almost certainly be detected by the Nazis.

The Causeway

Beyond the dangers of the geode field, the cavern suddenly falls away to a causeway of giant, hexagonal basalt and *phonolite* porphyry columns—the result of volcanic activity many centuries ago. These huge columns, each some 65 feet (20m) in diameter, cascade down over 200 feet (60m) before coming to an end in the tunnels that eventually lead into the Elder City, dozens of miles/km away, through a rocky and winding expanse that ranges far beneath the surface and eventually upwards to the mountains where the ruins are located. The columns form a steep incline down to the tunnels, with each step up to 20 feet (6m) below the previous.

Black Sun have established a system of winches down the centre of the causeway via which personnel can be lowered, with each step taking approximately five minutes to traverse, resulting in a journey of around an hour to reach the bottom of the causeway. Despite their ingenuity in rigging winches for personnel, the Nazis have been unable to transfer any vehicles larger than motorcycles down the causeway, and gave up the initiative after several losses of manpower and machinery.

A squad of eight Black Sun *Sonderkommandos* maintain a base of operations at the summit of the causeway, overseeing the winches and protecting them from incursions by the *Kristallianer* in the geode field. These troops man one of the 88mm naval gun emplacements to discourage the creatures, and have a generous supply of alkalis to prevent the crystal from engulfing them. They will fire on anyone approaching that does not look familiar.

Should the winches be destroyed or if the investigators attempt to descend or ascend without their use, each of the ten columns requires a separate Climb check **C_{th}** / Climbing test **S_{av}** to traverse (in either direction). Failure results in a fall of 20 feet (6m) to the floor of the next platform (see *Call of Cthulhu, Sixth Edition*, p.57, for details on falling damage **C_{th}** / damage for the fall is 2d6+2 **S_{av}**).

Investigators successfully reaching the base of the causeway can now enter the tunnels that lead to the immense ruins of the Elder City, a voyage that will take them considerably more time and plunge them deeper into the dark heart of the icy continent. Despite this, this underground passage is safer than the overland route, which would involve scaling a near-unclimbable mountain in the harsh Antarctic climate, or flying in a highly-visible aircraft into a city where the enemy can easily spot them.

WRAPPING UP POINT 19

At this point, the investigators can choose to head back the way they came, journeying through the tunnels back to Ritscher Station for whatever reason (to recruit reinforcements, deliver valuable intelligence, or lick their wounds and recover), or plunge forward into the causeway after the geode field and head towards the Elder City. If they choose to return, the Keeper should consult *The Shores of Death*, pp.178–123 and *A Trail of Frost and Blood*, pp.124–177 for more information about what could transpire there, but if the investigators continue onward, the Keeper should advanced to *The Nightmare Roads*, pp.197–349 for information about the investigators' journey underground to the Elder City.

Sobering is the thought that this great endeavour began with a simple mark on an abandoned map.
— Parker

• Book Three •

The Mountains of Madness



CHAPTER 1

The Nightmare Roads

*"But evil men go to Hel and thence down to the Misty Hel; and that is down in the ninth world."
—Gylfaginning, by Snorri Sturluson*

OVERVIEW

From either Site 43 or Point 19, the investigators have arrived at the entrance to a dauntingly-complex warren of tunnels that honeycomb the ice and rock beneath the surface of Antarctica, connecting those two locations with the multi-level ruins of the antediluvian City of the Elder Things. They must find their way through this vast labyrinth to that derelict, alien metropolis. The way, however, is long and fraught with peril, and the investigators must survive the dangers of the Antarctic underworld before they can even hope to face the threat presented by Black Sun!

THE MISSION

The investigators must find their way through the underground labyrinth to the Elder City. Lacking the equivalent of a *Peiltochterkompass* or a reliable guide, they must trust their instincts and their own ability to navigate through it, finding a path amongst countless tunnels, corridors, channels, and chasms—an underground topography unlike anything they have encountered—until arriving at an end destination they know even less about.

THE REAL DEAL

This section of the campaign is relatively straightforward, with the investigators' goal cleanly laid out before them. The distance to the Elder City from either Site 43 or Point 19 is roughly equivalent: 75 miles (120km), a great distance to travel underground, but not impossible. However, the

tunnels carved by the elder things and those shaped by natural forces are full of surprises, and peril lurks around every twist and turn. In addition to remnants of antediluvian horrors, the more recent terror of Nazism has laid its mark in this labyrinth, with scattered soldiers and Black Sun cultists aplenty, though these men are, in some cases, equally as threatened as the investigators.

Earlier in this campaign, Episodes were described in chronological order and investigators were assumed to experience all of them in that order. In this chapter, the Episodes represent discrete encounters that the investigator group may experience, based on their progress through the Elder Tunnels, with the higher the Episode number the closer to the exit. The number in each Episode's title is used for the Keeper's reference, indicating which Episode should be used when the appropriate result is rolled.

The ultimate goal of this chapter is for the investigator group to move through as quickly and efficiently, without incident, but the hazards of the Elder Tunnels are many and severe, and they may meet their dooms, their remains entombed forever in this immense, dark, and icy grave.

As with other sections of this campaign, the Keeper may choose to supplement the investigator group with others, particularly soldiers or additional forces from those listed in **Fighting Forces of the Antarctic Front**, pp.351–357. Such backup troops can become an excellent target for peril, with the investigator group suffering inexorable attrition as ally after ally falls to the dangers presented in the Elder Tunnels.

*Whether in earth or in ice, trench-fighting is
knife-work, a time of sweat-soaked terror.*
— Cpl. Akhee Singh

TRAVELLING THROUGH THE ELDER TUNNELS

The journey through the underground tunnels between Site 43 or Point 19 and the City of the Elder Things is long and complex. The journey features many natural caverns and tunnels as well as constructed chambers and corridors. Time has taken its toll on these tunnels, but amazingly, routes can still be found. Some new ways have opened; others have closed or become increasingly treacherous. The journey is almost 75 miles (120km) long, as the crow flies; far too great a distance to

Investigators will begin this journey
from one of two entry points

be comprehensively mapped and detailed. Even if such a map could be presented at a level of useful detail, the vast majority would be comprised of empty tunnels and vacant spaces.

Thus, instead of portraying the journey on an actual map, the investigators will progress by using a number of skill rolls (as described in Essential Skills in the Tunnels on p.208) to determine their journey's progress. The investigators should choose how they balance their speed of travel with personal risk. These decisions, in combination with the outcome of their skill rolls, will determine just how far the group travels each day and how the Keeper presents hazards and threats.

Getting Started

Investigators will begin this journey from one of two entry points: the ramp leading from the ground floor of Site 43 (described in **A Trail of Frost and Blood**, p.170) or the causeway adjacent to *die Zitadele* in Point 19 (described in **Into the Depths**, pp.178–195). As noted above, the distance from each location to the Elder City is roughly equivalent, and the Journey Point system and Episodes described throughout this chapter can be utilised equally from either starting point.

If the investigators choose to fly from Site 43, utilising one of the German planes or planes they have arrived in, the Keeper should instead leap ahead and consult **Black Ruins**, p.237, skipping this chapter and all its horrors entirely.

VEHICLES IN THE ELDER TUNNELS

Due to the rough terrain and lack of clear thoroughfares, it will quickly become apparent to the investigators that they must traverse the distance on foot. The Nazis in *die Zitadele* and *Der Turm* attempted to make passageways suitable for motorised vehicles, but quickly gave up the attempt after several unsuccessful (and occasionally fatal) efforts. Some of the initial entry-ways into the Elder Tunnels are more than large enough for smaller tanks, jeeps, half-tracks, and especially motorcycles or dog sleds, but the Keeper should indicate that these passages quickly become impassable to vehicles, and the rest of the journey must be done the hard way. In the case of dog sleds, this may even cause the investigators to lose SAN **Cth** / make a Nausea test **Sav** as they are



Summary of the Journey Point System

This chapter introduces the Journey Point system, an abstract method of dealing with travel over a great distance and through an area too complex for conventional maps. This system is described in detail on pp.200–210, but is summarised here for the Keeper's reference:

1. Players designate an investigator as the navigator. See Group Leaders on p.200.
2. Players describe the investigator group's relative speed and method of travel, which the Keeper determines as being **Cautious**, **Moderate**, or **Hasty**. See Rate of Movement on p.202.
3. The navigator performs a daily Navigate skill roll **Cth** / Knowledge (Navigation) test **Sav**. The quality of the roll's success indicates how many Journey Points are awarded. See Daily Navigate Roll on p.206.
4. The investigators decide if they wish to create a map as they go. Maps are rated by a point value. Journey Points are automatically added to the map's value based on the group's rate of travel, and Journey Points from the Navigate roll's **Cth** / Knowledge (Navigation) test **Sav** outcome can be invested into the map or added to the group's Journey Point total. See Mapping the Tunnels on p.206.
5. For every 2 Journey Points the investigators earned in a day, the Keeper should roll to determine a particular Episode, a particularly noteworthy encounter, or location. The Keeper rolls 1D10 and adds the group's Journey Point total to the result. If a map is used, the value of the map (up to 10) is added to the roll. This can mean multiple rolls (and multiple Episodes) in a day, representing the investigators making significant progress. The Keeper should roll at least once per day of travel, no matter how many Journey Points were earned. The Keeper should consult the Episode whose number is equal to the result of the roll. If the group is lost, they may re-experience a previously-encountered Episode. If they are making progress and are not lost, the Keeper should use the Episode one result higher (a roll of 15 becomes 16 if the investigator group has already encountered Episode 15 and are not lost). If appropriate, the Keeper should update the state of affairs described in the Episode if it has been previously encountered. See Episodes in the Elder Tunnels on p.210.
6. When the result of a Journey Point roll is 21+, the investigator group has reached an exit, and can enter the Elder City at this point. See Episode 21+: Exiting the Elder Tunnels on p.235.

Episodes should be introduced at significant junctures throughout the day, rather than being assumed to occur at the end. If the outcome of an Episode ends the group's activity and progress for the day (for example, if they require rest and decide to stop), the Keeper should not introduce another Episode, despite the result of the roll.

The Keeper can also elect to add further encounters in addition to the Episodes, such as running into others in the tunnels, environmental challenges that must be overcome, or repercussions from prior investigator actions.

forced to abandon living beings to their fates in a place it is unlikely they will ever be able to escape. In case the investigators are forced to abandon their sled dogs, the Keeper should require a Sanity roll, with a potential loss of 1/1D3 SAN **Cth** / a Nausea test with a -1 penalty **Sav**. If they euthanized the dogs rather than setting them free, the Keeper should have them lose the full amount possible **Cth** / make a Nausea test with a -2 penalty **Sav**.

STARTING FROM DER TURM (SITE 43)

As noted in Inside *Der Turm* on p.170 of *A Trail of Frost and Blood*, the ground floor of the tower contains a ramp that leads to a lower level entry-way into a vast warren of tunnels in the ice and rock that permeates Antarctica, like bore-holes through wormwood. This means of passage is less-than-ideal, but offers some advantages to travellers, such as shelter from the elements and a relatively-low chance of discovery by *Nachtwölfe*, Black Sun, or other German forces. Investigators wishing to traverse these tunnels are, however, setting forth into a labyrinth in which it is considerably easier to get lost, stalled, or suffer any of the hazards that beset underground travel. The Keeper should refer to The Lower Level of *Der Turm* (Site 43) on p.213.

STARTING FROM DIE ZITADELE (POINT 19)

The causeway adjacent to *die Zitadele*, as noted on p.195, has a series of winches whose purpose is to lower vehicles and equipment into the entrance to the Elder Tunnels, though they are not reliable with anything larger than a motorcycle. If the winches are not used, the investigator group must scale the giant basalt columns with a series of Climb **Cth** / Climbing **Sav** rolls. Once these are overcome, the investigators are free to enter the Elder Tunnels. If the investigators are entering from this location, the Keeper should consult The Causeway at *Die Zitadele* (Point 19) on p.195.

*So many secrets for a
place so lifeless!*
- Natalya Petrova

Keeping Results Secret from the Players

A fundamental decision the Keeper must make is whether to conceal the results of dice rolls from the players, even from the ones performing the rolls. One of the strongest fears is that of the unknown, and if the player knows the outcome of a particular dice roll, it is more challenging for the Keeper to instill a sense of uncertainty when the player knows, absolutely, whether a roll succeeded or failed, particularly when it comes to perception-based skills.

When dice results are open, the Keeper has a rougher time providing disinformation to the players, as the result of failed rolls. If the player fails a roll for Spot Hidden, Listen, etc **Cth** / Notice, etc **Sav** then they will know that if something was there, they missed it, and any misleading information the Keeper provides at this point is going to be viewed from the lens of distrust, no matter how effective the players are at roleplaying the responses to being misled or wrong.

It is primarily a matter of taste and style, with no “right” or “wrong” way to handle this aspect of game play. The Keeper may choose to keep all rolls “above the table” and visible to players, letting them role-play their ignorance and misinformation as if it were truth, or dice rolls can be made behind a Keeper screen or otherwise out of sight, keeping the players guessing if the information their investigators are receiving can be trusted. Sometimes, the Keeper may choose to ask for certain dice rolls to be concealed, and others to remain open, though this is often a giveaway as to when the outcome is significant.

There are two caveats the Keeper should consider when deciding whether to keep rolls open or concealed: first, that a greater burden of roleplaying falls upon the players when dice results are visible, as the players are obviously aware that the Keeper is giving them false information based on a failure; and second, that some players may find concealed rolls to be tiresome or indicative of distrust on the Keeper’s part. Thus, there is no easy indication one way or the other, and the Keeper should make the decision that is best for the particular group of players.

Sav If the Keeper decides to keep rolls secret from the players, consider rolls that Ace as automatic successes, thus avoiding giving away the fact that the roll was Aced by making any subsequent rolls.

THE JOURNEY POINT SYSTEM

Because the distance is so great and the path convoluted, an abstract system—titled *Journey Points*—allows the Keeper to track the investigator group’s progress through the Elder Tunnels. Investigators will earn Journey Points as they make successful rolls and achieve certain key goals. The more Journey Points the group accumulates, the sooner they are likely to find the exit to the tunnels and enter their ultimate destination, the Elder City. Investigators can also invest earned Journey Points into a map, a tool to help reorient the group if it becomes lost. When the investigator group reaches a certain total of Journey Points, they will inevitably find the exit and be free from the Elder Tunnels.

The Keeper should keep a running total of all Journey Points earned by the players, concealing this information from the players, as well as the actual value of the map. Players may attempt to track this information on their own, to varying degrees of success, but the Keeper should keep the actual values hidden, no matter how close the players may be to the truth. The Keeper may even keep the very concept of the Journey Point system shrouded in abstraction, obscuring details such as how points are spent, determining how many points are invested into a map by asking how diligent the investigators are about their mapmaking.

In either case, the following sections describe how Journey Points are earned and spent, based on the behaviour of the investigators and their success with various actions and skills.

Group Leaders

First, the investigators should decide how they are organising and ordering themselves for travel. They may nominate either one, two, or three people to take the lead. Having one person at the head of the group ensures a clear line of command and a single point of authority, but focuses much of the attendant risks in the Elder Tunnels upon that individual. Having more than one person taking the lead increases the chance of spotting hazards early enough to avert the danger, but presents the possibility of conflicting orders during a crisis situation, or differences of opinion about how to proceed. This should be an organic, simple decision, and is not required. The Keeper should simply ask who is leading, and use the information provided by the players to determine who the leader actually is.

MULTIPLE LEADERS

In the case of multiple leaders, the Keeper may choose to have each of the leaders make rolls based on perception—such as Listen, Navigate, Spot Hidden, Track, etc. **Cth** / Such as Notice **Sav**—and provide different answers based on the outcomes of the roll. This can create differences of opinion, increasing the stresses latent in the cold, dark

environment. When two leaders issue different orders based on their assessment of a situation, everyone else in the group is likely to be filled with uncertainty. The Keeper should consult the section on Keeping Results Secret from the Players on p.200 for guidance on how this might be handled.

GROUP STRUCTURE

Once a group leader or leaders have been agreed upon, the Keeper should ask how the rest of the group are positioning themselves. Are they tightly grouped together or are they spread out? Single-file behind the leader, or grouped more naturally. Is one of their number lagging a bit behind to ensure they are not being followed? Are they roped together? Who has the lights? The Keeper should keep all this in mind when describing the events in an Episode, as they may have an impact on how events play out.

BECOMING SEPARATED

The best tactic for the investigators is almost certainly to stay together throughout their journey through the Elder Tunnels. If their training and prior experience in Antarctica has not drilled this into their heads by this point, the Keeper should have the investigators make Survive or Idea rolls **Cth** / Smarts tests **Sav** whenever they discuss splitting up into smaller groups. If they become divided inadvertently—such as through an environmental obstacle or the results of a violent conflict—the Keeper should treat each group separately, asking each group to declare its leader, speed of travel, and light usage.

REUNIFYING THE GROUP

Trying to find each other in the Elder Tunnels after being separated is a difficult business. If the investigators agreed upon a location (or tactic) about where to meet in the case of separation, then both groups may attempt to make their way to the rendezvous point. If both parties have a map on which the meeting point is marked, finding one another there will be possible without any required dice rolls. The Keeper should determine who arrives first based on each group's rate of travel and any special conditions, such as their actions once separated.

If one party lacks a map, they may follow a trail if one was made (see Creating and Following a Trail, p.204). They may follow a blatant trail back to the rendezvous point, so long as the leader (or leaders) can make an Easy Spot Hidden or Track roll **Cth** / Notice or Tracking test with a +2 bonus **Sav**. The investigators may follow a subtle trail so long as one of their number makes a successful Spot Hidden or Track roll **Cth** / Notice or Tracking test **Sav**.

Cth If there was no prearranged meeting place, neither party has a map, or if the meeting place is not located, the Keeper should ask for a Luck roll from the investigator in each group with the highest Luck score, whether they are the leader, navigator, or just following along. If the roll from each group is successful, the two groups succeed in finding each other with little loss of time. If only one roll is successful, they will find each other, but at the cost of a day's travel time. If both fail they do not find each other.



Wrenching the throttle, Mikael Shema guided the Aerosan as it sped through the German line. As they scrambled to follow, he prayed that the ambush would be ready when they arrived!



If there was no prearranged meeting place, neither party has a map, or if the meeting place is not located, the Keeper should have one investigator from each group draw an Action Card (if the investigator has the Luck Edge, draw two cards and act on the most advantageous; if the investigator has the Bad Luck hindrance, draw two cards and act on the least advantageous). If the card from each group is of a red suit, the two groups succeed in finding each other with little loss of time. If only one card is of a red suit, they will find each other, but at the cost of a day's travel time. If none are of a red suit they do not find each other.

If the investigators have split into three groups, the Keeper should require the Luck rolls **Cth** / draw the appropriate Action Cards **Sav**, as described above, allowing for any groups whose representatives made a successful roll to encounter one another.

Light Sources

The Elder Tunnels are dark, pitch-black in many areas and lit only faintly in a few rare cases. Travelling without some form of torch or lantern is virtually impossible and extremely hazardous. In cases where the investigators attempt to do so, the Keeper should ask for many rolls relating to visual perception *Difficult Cth* / have a -2 penalty applied **Sav** if not ruling it outright impossible, no matter what the roll. However, using an abundance of light may also be hazardous, alerting possible enemies to the investigators' presence and expending resources (battery power or lamp oil) faster in the process.

The lifetime of the light sources used by the group should be calculated and measured in days, with each day of travel depleting some portion of this precious resource.

The Journey Point system helps the Keeper track party progress through the Elder Tunnels.

When the investigators set out, the Keeper should determine how many days of light resources they have, whether oil or batteries, taking note of who is carrying what. The Keeper should total the number of days of battery life for the torches or fuel for lanterns: the resulting figure is the total number of days of light that can be provided with one torch operating constantly. This number should be concealed from the players, though any investigator making an Idea or Electrical Repair roll **Cth** / Smarts or Repair test **Sav** may get a fairly accurate estimate. Obviously a larger group will need more light sources than a smaller one.

Each day, the number of light resources should be reduced by the number of investigators in the group, as adjusted by the consumption rate listed below. Whenever an investigator is killed or lost while carrying light resources,

the total light resources should be reduced accordingly if their gear is not taken and their light source(s) recovered.

Using the light sparingly will extend its use. However, whilst this will decrease the risk for some hazards (enemies are less likely to see you approaching), it will increase the risk of other hazards (it is more difficult to see a deep chasm in dim light). Using the light generously only serves to eliminate those risks.

- **Minimal:** If the investigators use their torches and lanterns only when absolutely required, using minimal natural light (if available) and spending all inactive time in absolute darkness, their oil reserves and torch batteries will last twice as long. However, the Keeper may determine that (as mentioned above) some skills relating to sight and physical activity utilising knowledge of the immediate environment are *Difficult Cth* / have a -2 penalty **Sav** due to the scarce light.
- **Moderate:** If the investigators are using their torches and other light sources sensibly and sparingly, taking turns, pairing off with light-bearers, turning lights off when paused, and remaining in darkness while camping or resting, their fuel and batteries will last the standard duration. This assumes that some of the group may be using more light than others, but otherwise distributing use evenly. With such usage, the Keeper may determine that all rolls are unmodified.
- **Abundant:** If the group is persistent about keeping torches and other light sources active at all times, such as everyone using their lights, resting with light sources active, and using multiple lights even if unnecessary, they will deplete their fuel supply and batteries quickly, with each day of energy counting only as a half-day. To compensate for this, the Keeper may allow the investigators a +20% bonus **Cth** / +1 bonus **Sav** to skills relating to visual perception, such as Navigate, Spot Hidden, or Track **Cth** / Notice, Knowledge (Navigation) or Tracking **Sav**.

It is important that the investigators declare who is carrying light source, and whether it is lit or not, as this may become important during an encounter or when separated. At least one of the group's leaders should have a light source active at all time, as Navigate rolls **Cth** / Knowledge (Navigation) tests **Sav** without some source of light are essentially impossible. A canny and opportunistic opponent will strike at the investigator holding a light source, potentially plunging the group into darkness and making them susceptible to ambushes and disorientation.

Rate of Movement

The most important decision the investigators must make is how they wish to balance speed and risk. Rushing headlong through these tunnels would be extremely dangerous, but being overly slow and cautious will eat up a lot of time. The

A Quick(er) Guide to Light Sources

Alternatively, the Keeper may decide that this tracking of resources is too detailed, and assume that the investigators have adequate light sources for their needs. The risk of losing light is nonetheless too great a tool to dispense with entirely, however, and the following streamlined method is suggested as an alternative, tracking actual sources of light (electric torches, lamps, etc.) rather than their supply.



When the investigators set out into the Elder Tunnels, the Keeper should ask how many light sources each of them is carrying and what type (electric torch, lamp, etc.). Additional batteries, flasks of lamp oil, etc. are considered separate light sources.

- Any time an investigator makes a roll of 00 with a skill based on perception or physical activity (Climb, Jump, Navigate, Spot Hidden, Track, combat, etc.) the player must make a successful Luck roll. If the skill being rolled is under 50%, the chance is increased to rolls of 99–00.
- If the Luck roll is successful, the immediate fuel/power supply (battery, oil, etc.) is immediately depleted, but the light source can be replenished when convenient. If the Luck roll is unsuccessful, the light source is considered damaged, lost, broken, or “dead” and unusable. The Keeper can characterise this as the light source being dropped and inaccessible, losing power, or simply ceasing to work properly, as appropriate.
- Light sources rendered “dead” can be repaired with a successful Electrical Repair (for electric torches) or Mechanical Repair (for lamps). If there are no tools available to attempt these repairs, the rolls are *Difficult*. This should be based on the nature of the light source and its depletion, as described above.

If the Keeper wishes to simulate the increased risk of light depletion from heightened usage, the above system applies to minimal use, the initial chance increases to 98–00 for moderate use, and abundant use depletes a light source on a roll of 96–00, regardless of whether the skill roll was successful or not.



Following **Savage Worlds**’ style, the Keeper could adopt a system for light sources similar to the abstract Ammo System:

- Each investigator that carries a light should have a “level” of light sources and supplies carried. This level may be Very High, High (the usual level), Low, or Out. An investigator only has the Very High level if he or she explicitly stocks up on light sources and supplies, at the Keeper’s discretion.
- Whenever a hero draws a Deuce from the Action Deck, for whatever reason, his or her light sources level drops by one.
- When an investigator’s light source level reaches Out, the investigator has no more light sources or supplies available. The Keeper should characterize the exact nature of the situation as appropriate.

investigators must decide on one of three speeds of travel: **Cautious**, **Moderate**, or **Hasty** (described below). Rather than forcing the investigators to decide between three options for their rates of movement, the Keeper should ask the players about the investigators’ approach to the journey and characterise it with one of these three designations:

- **Cautious:** If the investigators are proceeding cautiously, using terms like “slow” or “careful”, then they are travelling at the cautious rate of travel, moving slowly and taking care to avoid hazards. They may draw a map as they go. They may mark their route either by rock chipping or leaving a trail of some kind (small pieces of paper, scratches on the walls or ground, paint daubs, etc.). Some skills, such as Navigate, become *Easy* (double normal skill chance) **Gth** / such as Knowledge (Navigation) receive a +2 bonus **Sav** while travelling at a cautious rate of travel.
- **Moderate:** If the investigators are drawing a map as they go, they must, by default, be travelling at a cautious or moderate rate of travel. They may be making only a cursory map or leaving a sparse trail, but they are trying to maintain a good pace, whilst being careful not to rush in to hazards. Skills performed while moving at a moderate pace are unmodified.
- **Hasty:** If the players use words such as “quickly” or “fast”, or are otherwise hurried, they are travelling at the hasty rate of travel. They are charging headlong through the tunnels as fast as they can. This is an excellent way to make progress, but comes with attendant dangers, and presents challenges to any attempts at mapping or leaving a trail. It is impossible to create a map while moving hastily, and any trails left while moving at this rate are going

So much of this underground labyrinth is unexplored. I shudder when I think of what could still be trapped in the ice.

—Peggy

to be haphazard. The Keeper may choose to make certain rolls, such as Listen, Navigate, Sneak, Spot Hidden, etc., **Difficult Cth** / certain tests, such as Notice, Knowledge (Navigation), Stealth and others, receive a -2 penalty **S^{av}** when the investigators are travelling hastily.

CHANGING PACE

The investigators may well decide (or need) to change their rate of travel in response to events described in an Episode. The Keeper should use their discretion in adjusting the number of Journey Points awarded for the day. If the group slows down significantly to tackle a hazard or pauses to recoup after a combat, this is likely to reduce the Journey Points earned that day by at least 1 point, or reducing the points earned even more for a more significant delay or slowdown.

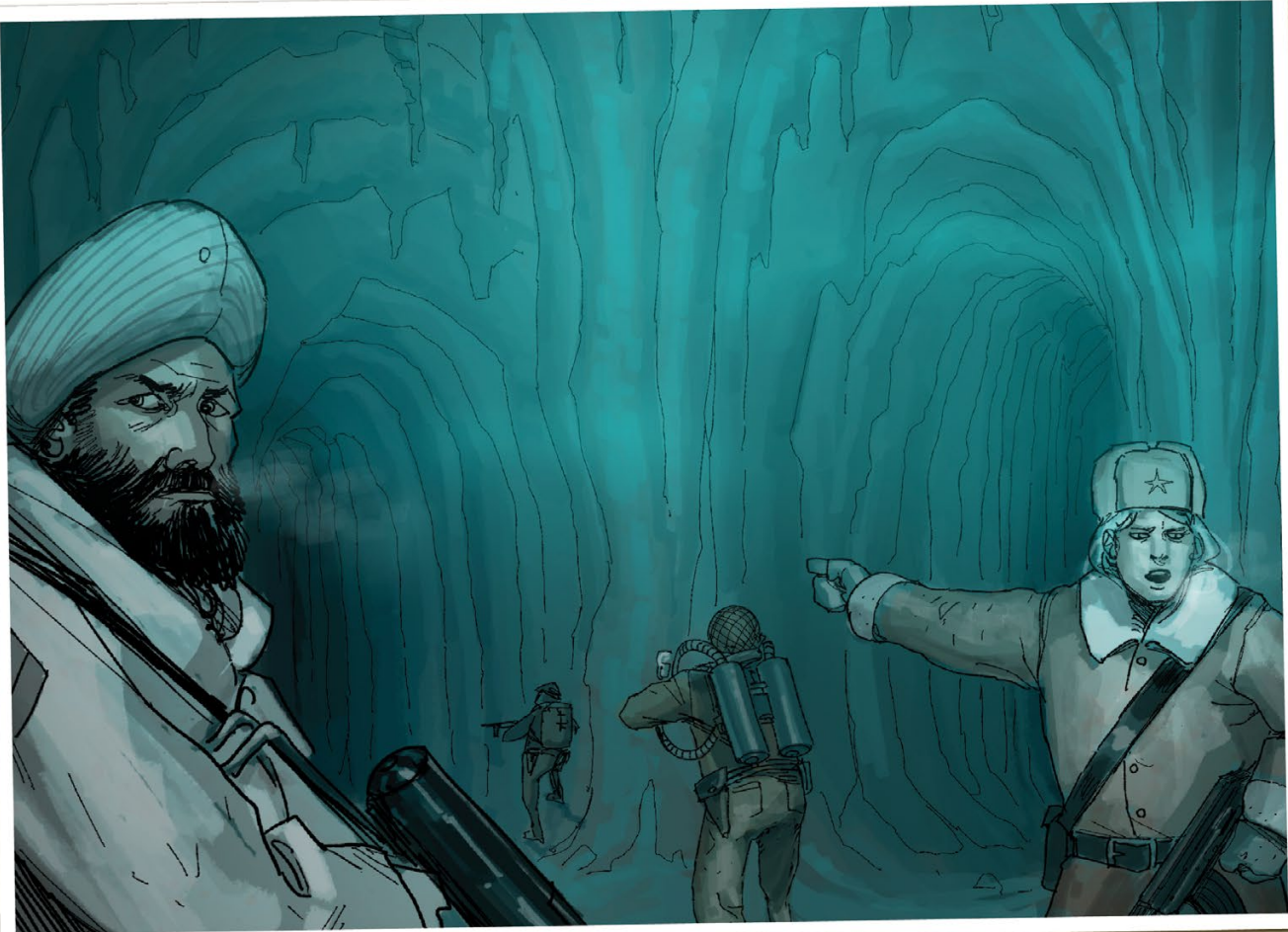
For example, a group proceeding moderately or cautiously may encounter a shoggoth and, understandably, run pell-mell through the Elder Tunnels in an attempt to escape it. Should they survive, they will have changed their pace considerably. As they likely stopped any careful mapping and their prior deliberate pace in preference to survival, their movement rate for the day is considered hasty, and their Journey Points for navigation and any map values are modified accordingly.

CREATING AND FOLLOWING A TRAIL

The investigators may, wisely, leave a trail to mark their path as they journey through the tunnels. Leaving a simple trail using a quick method such as dropping pieces of paper or daubing paint marks on rocks will not slow a group's progress through the tunnels. Using the technique of rock chipping to mark a trail (or laying stones or ice chips in arrows to indicate direction) takes time and will cost the group one-half of their earned Journey Points (the Keeper should round down) for that day.

Instead of requiring Navigate rolls **Cth** / Knowledge (Navigation) tests **S^{av}** when the investigators are following an existing trail (such as one they've made prior), the Keeper should apply one of the following modifiers:

- If the trail is blatant (such as daubs of white paint, rocks laid in arrows, or symbols scratched into the ground and/or walls) the group should gain a number of Journey Points each day as if the navigator had rolled a critical success for the Navigate roll **Cth** / a raise on the Knowledge (Navigation) test **S^{av}** (see Daily Navigate Roll on p.206). The unfortunate side effect of this is that blatant trails may be found and followed by enemies (for example, Nazis, shoggoths, or elder things). Mythos creatures may be intrigued by this new change to their



environment, while Nazis may recognise intruders, or in some circumstances, potential allies against the dangers present in the tunnels!

- If the trail is subtle (small scratches on the rocks) the group leader(s) should attempt either a Track or Spot Hidden roll (whichever is higher) **Cth** / a Tracking or Notice test (whichever is higher) **S^{av}** and apply the result in place of a daily Navigate roll **Cth** / Knowledge (Navigation) test **S^{av}** (see Daily Navigate Roll on p.206). If the roll fails, the investigators can try again the next day. If the result of the roll is a fumble (00) **Cth** / is a Critical Failure **S^{av}**, the trail is completely lost—the investigators have simply missed or even inadvertently destroyed it—and cannot be found again. No Journey Points are awarded while failing to find an existing trail.

GETTING LOST

Certain outcomes, such as the navigator of the group fumbling a daily Navigate roll **Cth** / a successful Knowledge (Navigation) test **S^{av}** may indicate that the group is lost. Desperate actions, such as fleeing from a dangerous situation or pursuing enemy, are also likely to result in the investigator group becoming lost in the Elder Tunnels.

If the group possesses a map, the group's navigator may attempt to re-establish their position upon it, backtracking until the group finds a verifiable and identifiable location represented on the map. This requires successful Navigate and Luck rolls (the Keeper should ask the investigator with the lowest Luck score to make this second roll, while the designated navigator should make the Navigate roll) **Cth** / a successful Knowledge (Navigation) test **S^{av}**. If both of these rolls are successful **Cth** / if the test is successful **S^{av}**, the group manages to re-orientate itself and finds its position on their map.

If the investigators fail either of those rolls, or if the investigators have no map, the group (or navigator) may start a fresh map. Since the group is considered to be lost, they cannot be sure they are going in the right direction.

When rolling for an Episode, if the result indicates something that has already been encountered, the scene should be not be ignored in favour of a later Episode. See the section on Episodes in the Elder Tunnels on p.210 for more information. The Keeper should present the information from the Episode, updating the events or situation based on what occurred when the investigators encountered it previously. Creatures may have left, foes might now be dead, or familiar signs may have been destroyed. It is assumed that the investigators have inadvertently re-traced their steps, or have encountered the same area from a different direction, perhaps entering from a previously-unused passageway or tunnel. The location described in the Episode should be immediately familiar to the investigators, and from there, the group should be able to find their bearings again, and ensure that they are heading in the right direction.

For example, if the group has previously experienced the events described in Episode 17: Wrath of Aeons, they may come up on that location again and view the aftermath of their earlier encounter. This may provide the Keeper with the opportunity to increase the tension by relaying to the investigators how the scene has changed since they left it; perhaps all the German corpses have been removed, or buried, indicating the presence of more Germans in the tunnels. Perhaps the creature responsible for the carnage has returned to the site of its atrocity, attracted by the investigator's earlier activity!

If it is not immediately obvious to the investigators that they have re-entered a location they've already visited, the Keeper should have each member present make an Idea roll **Cth** / Smarts test **S^{av}** to recognise the location again. Success means that the area is recognised, while failure means that the area seems new to the investigators. The Keeper may allow for another Idea roll **Cth** / Smarts test **S^{av}** if circumstances change enough that it becomes even more apparent where the investigators are.

If a result of 21+ is rolled for the Episode before the group gets their bearings, the group should discover either an exit, or find evidence that they have gone in the wrong direction. The Keeper should call for a group-wide Luck roll, with the unluckiest investigator making the roll. If the roll is successful, the group has found the intended exit **Cth** / The Keeper should have an investigator draw an Action Card. If any investigator has the Bad Luck Hindrance, he or she should be the one to draw, and should draw two cards and act on the worst. If the card is of a red suit, the group has found the intended exit **S^{av}**. The Keeper should consult Episode 21+: Exiting the Elder Tunnels on p.235 in this case. If the roll failed, the group has gone entirely the wrong way and ended up either at the wrong exit or returned to a previously-encountered Episode of the Keeper's choosing.

FINDING ALTERNATE ROUTES

There may be instances in which the investigators decide to retreat from a hazard or the events presented in an Episode, retracing their steps to search for a different way forward. Doing so requires a group Luck roll, made by the investigator with the lowest Luck score. If the Luck roll succeeds, an alternate route is soon found and the group can proceed as normal **Cth** / Doing so requires an investigator to draw an Action Card. If any investigator has the Bad Luck Hindrance, he or she should be the one to draw, and should draw two cards and act on the worst. If the card is of a red suit, an alternate route is soon found and the group can proceed as normal **S^{av}**. The Keeper should reduce the group's Journey Points for that day's travel by 1 Journey Point. If the Luck roll **Cth** / Action Card draw **S^{av}** is a failure, finding an alternate route proves very difficult, so the Keeper should reduce the group's earned Journey Points that day by 1D3 points.

Table 11: Earning Journey Points

	Result	Rate of Travel and Journey Points Earned
Critical Success (roll of 01, or 02 if Navigate skill is above 50%) Cth / One or more Raises Sav	Investigators find an obvious shortcut.	Cautious = 3 Journey Points Moderate = 4 Journey Points Hasty = 5 Journey Points
Success	Investigators make good progress.	Cautious = 2 Journey Points Moderate = 3 Journey Points Hasty = 4 Journey Points
Failure	Slow progress; the group takes wrong turns and is forced to backtrack and explore elsewhere.	Any speed = 1 Journey Point
Fumble (roll of 00, or 99–00 if Navigate skill is below 50%) Cth / Critical Failure Sav	No progress and the investigators become lost. The Keeper should consult Getting Lost on p.205 for more information.	No Journey Points earned.

For example, the group is travelling at moderate speed and rolled a success for the day's Navigation roll **Cth** / Knowledge (Navigation) test **Sav**. They arrive at what appears to be an impassable abyss and turn back rather than attempt to cross it. The distance travelled that day would have granted 3 Journey Points. The Luck roll **Cth** / Action Card draw **Sav** is a failure, and the Keeper reduces the earned Journey Points by 1D3, to represent the time the investigators spend retracing their steps seeking an alternate route. If the result of the roll is a 3, the investigators will receive no Journey Points, essentially making no progress that day.

Daily Navigate Roll

More than any other, the Navigate skill is foremost in finding one's way through the Elder Tunnels. The Keeper should ask the group to nominate a navigator from amongst their number. That investigator's Navigate skill **Cth** / Knowledge (Navigation) skill **Sav** is used to perform daily skill rolls to determine the group's progress for the day. Each day, the group will determine their rate of travel—cautious, moderate, or hasty, as described on p.202. The designated navigator must make a Navigate skill roll **Cth** / Knowledge

(Navigation) test **Sav**, and the Keeper should refer to Table 11: Earning Journey Points (below), using the quality of success to determine the number of Journey Points to award for that day of travel through the Elder Tunnels.

Journey Points earned each day are added to the group's running Journey Point total. As noted above, the Keeper should keep the total value of earned Journey Points a secret from the players. In the Elder Tunnels, it is impossible to determine one's progress, and the apparently-Sisyphean task of constant forward movement, despite no end in sight, is very much in keeping with the environment and tone of the campaign.

Mapping the Tunnels

Creating a map of the tunnels will help the investigators in their journey, but drawing such a map is a slow and painstaking task. The players do not have to draw an actual map: this is something that the investigators are considered to be doing. Mapping can take various forms, from an actual map being drawn carefully as the investigators move through various spaces in the Elder Tunnels, to careful notes written in a

Table 12: Map Value

Rate of Travel	Map Value Increase	Journey Point Increase
Cautious	+1 free point per day	Each Journey Point spent increases map's value by 2 points.
Moderate	None	Each Journey Point spent increases the map's value by 1 point.
Hasty	Not applicable	None.

Maps from Site 43 and Point 19

The notion of navigating through the vast network of tunnels may prove too daunting for investigators, and may even seem an unachievable task. While the investigators have several options for most of their modes of passage from one location to another, the elder thing tunnels are the safest and most reliable means of reaching the Elder City, and thus should be subtly encouraged. To do this, the Keeper may wish to introduce the presence of mapping supplies in either Site 43, Point 19, or ideally in both locations. The Nazi forces stationed in each of these bases expended considerable effort in their attempts to map the tunnels, and undoubtedly kept records of their successes (and failures) in that regard.

To help spur the investigators into the caverns and help them overcome any hesitation about navigating them, the Keeper can interject one or more of the following elements into prior areas encountered:

- **Site 43:** The Tower (p.167) may have a variety of semi-complete (and frequently inaccurate) maps the Nazis made while attempting to survey the tunnel system to the Elder City. These would be found in Room Five of *Der Turm* (p.172). There are at least 1D6 of these maps, each with a value of 1D6–2 points. An investigator examining these maps and making a successful Navigate roll **Cth** / Knowledge (Navigation) test **Sav** for each map will be able to determine the best of them, though an Other Language (German) or Own Language (German) roll **Cth** / Knowledge (German) test **Sav** will be required to utilise the map and decipher the annotations. There will also be additional equipment useful in mapping, such as compasses, electric torches, batteries, paper suitable for maps, writing implements, etc. Furthermore, the gear described in Room One of *Der Turm* (p.170) may also include additional surveying equipment (particularly batteries). This may not be of immediate use to the investigators, but may suggest that the Elder Tunnels can be navigated, if done so carefully.
- **Point 19:** The Command Centre in *die Zitadele* (p.192) can also contain evidence of the Nazi attempts at navigating the Elder Tunnels, including partial maps like those described above. The Black Sun sanctum in *die Zitadele* (p.194) also has a large map that may be of use in this regard, with a value of 3 Journey Points already invested into it. Similarly, one of the four Stores in Point 19 (p.192) is filled with surveying equipment used by the Nazis in their prior attempts to map the tunnels completely, with additional equipment (compasses, etc.) in *die Zitadele*'s Black Sun sanctum (p.194).
- **Information from the Nazis:** Of the Nazi personalities the investigators have thus far encountered, the only one that would be of assistance in this regard is *Hauptmann Waldemar Huhn*, the commanding officer of *die Zitadele*. In the unlikely case that he is taken alive and brought

along, he will do everything he can to hinder and delay the investigators' progress through the tunnels, providing unreliable information and attempting to get them lost or to cross paths with other Nazis already in the tunnels. As for the others, regardless of their willingness to cooperate (or their desire to lead the investigators into a trap) *Kommandant Thaler* and *Oberst Wernicke* have never taken the underground route to the Elder City, or visited it at all, and will be of little use here, unless, as with *Huhn*, their goal is to get the investigators lost and/or killed.

- **Spoils of War:** Depending on the circumstances, the Allies may arrive at one or both of the aforementioned locations to find the Nazis attempting to destroy any existing maps as a means of slowing or obstructing any attempts at reaching the Elder City. A dramatic entrance might be made into an office where a Nazi officer is frantically piling maps onto a table, preparing to set them afire, or the maps may even be ignited when the investigators arrive! *Hauptmann Huhn* may be keeping a copy of the most accurate map of the Elder City on his own person as he makes preparations to flee into the tunnels to escape the Allies, and thus it could be taken from him upon his defeat.

The Keeper should keep the point values of these maps secret, pointing out that they have many distinct and subtle differences. If the investigators have more than one map, they can attempt to compare different versions and devise a more accurate map of the tunnels. One map is designated as the primary source and the other(s) the secondary source(s). Each attempt takes four hours. Investigators must make a successful Navigate, Other/Own Language (German) roll, as well as an Idea roll **Cth** / The investigator in charge of comparing the maps should make a Knowledge (Navigation), Smarts or Knowledge (appropriate language) roll (whichever skill is highest) **Sav** to interpret the differences.

- If all three rolls are successful **Cth** / With one or more raises on the roll **Sav**, the investigator can add +1 value to the primary map.
- If one of the three rolls fails **Cth** / With a success **Sav**, no useful information can be gleaned from secondary map(s), as the information presented is redundant or too inaccurate.
- If two of the rolls fail **Cth** / With a Failure **Sav**, the primary map's value is reduced by 1 and the information in the secondary map (or maps) is considered worthless, with no point value.
- If all three rolls fail **Cth** / With a Critical Failure **Sav**, the primary and all secondary maps are too conflicting, too dubious, and verging on speculative that they are effectively unusable, with no point value. It is time to devise a fresh, new map, free from the burden of disinformation.

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Thus, while combining and cross-referencing multiple maps is an effective means of developing a single more accurate map, it comes with its own attendant risks. If a map's value is 0 or -1, the map cannot be used to improve an existing map, and an Idea roll **Cth** / Smarts test **Sav** is required to determine that the map is inherently worthless. If a -1 point map is not identified as being inaccurate, the -1 point penalty will be subtracted from the investigators' primary map.

The value of an existing map can also give the Keeper a means of expediting a group's progress through the Elder Tunnels. Providing the investigators with a map with an existing point value allows them to circumvent some portion of the dangers of the tunnel, and progress quicker. Episodes 9 and 17 involve Nazi soldiers travelling through the Elder Tunnels, and the Keeper may see fit to place a map with points already invested in it to help speed the investigators along, if deemed necessary.

Using the Nazis as Guides

As mentioned in Information from the Nazis above, the investigators may choose to interrogate the Nazi forces they have encountered in Site 43 or Point 19, should any of them remain alive. The Keeper should handle any of these interactions as appropriate, based on the outcome of their conflict with the investigators, making allowances according to the investigators' tactics and behaviour.

Bringing along one or more of the prior-encountered Nazis to use as a guide is a dramatic but potentially-expedient means of gaining some knowledge of the Elder Tunnels. In such a case, the Keeper should determine if the Nazi in question has actually been through the Elder Tunnels to the Elder City (most have not), and what familiarity with the Elder Tunnels (if any) the Nazi possesses.

Depending on the deal made, the Nazi guide's reaction may range from honesty and assistance, seeming alliance leading to eventual betrayal, or outright hostility, requiring coercion to gain any information. The captive guide may need to be secured, or may be allowed free reign, and may even shift loyalties from cooperative to hostile (or vice versa) based on events or encounters in the Elder Tunnels. The Keeper may require the investigators to make frequent rolls of skills such as Fast Talk, Other Language (German), Persuade, or Psychology **Cth** / Persuasion, Intimidation, Knowledge (German) or Knowledge (Psychology) **Sav** to keep this unlikely guide in check and determine if betrayal is in the offing, or Listen or Spot Hidden rolls **Cth** / Notice tests **Sav** may be required to notice when the guide is acting against them.

notebook taking special care to note directions, dimensions, and natural landmarks that will help with pathfinding.

For ease of play, the quality and scale of the investigators' map is abstracted to a point value. The point value of the map applies throughout the tunnels, so even if the map itself was only drawn on the first day of a five-day journey, the benefit it grants is applied to the whole journey.

Each day the group will attempt to earn Journey Points by successfully navigating their way through the Elder Tunnels. The value of the investigator's map is increased by investing a number of the present day's Journey Points into it. See Table 12: Map Value, p.206.

Investigators can only spend Journey Points from the current day on the map. They cannot spend points from past days, no matter how many they have accumulated. Once these points are spent on the map, they are considered used and are not added to the running total of Journey Points.

*For example, on the first day the group chooses to travel cautiously and succeeds in the Navigate roll **Cth** / Knowledge (Navigation) test **Sav**. They gain 2 Journey Points and invest 1 Journey Point into their map. The group has now earned 1 Journey Point and has a 3-point map (the value being 1 point for cautious travel and another 2 points for the Journey Point spent). On the second day, the group speeds up, moving at a moderate pace. Again, the Navigate roll **Cth** / Knowledge (Navigation) test **Sav** is a success. The group gains 3 Journey Points. As before, they decide to spend 1 Journey Point on their map. After two days, the investigators have now accumulated 3 Journey Points and are in possession of a 4-point map.*

Essential Skills in the Tunnels

In addition to any skills called for in the Episodes that comprise this chapter, the Keeper may require investigators to occasionally make attempts with one or more of the following skills in order to progress, or the investigators may attempt these skills on their own as part of their own exploration of the Elder Tunnels.

- **Climb, Jump:** Many Episodes require Climb or Jump rolls **Cth** / Climbing or Strength tests for jumping **Sav**, but the Keeper may choose to require additional such rolls if improvising new areas in the Elder Tunnels. The tunnels are vast: a mixture of caverns and chambers, some bored by the elder things, and as such they do not necessarily conform to human convenience. Tunnels may suddenly make right-angle turns upwards before levelling horizontally, or expanses may be wide-open yet angled steeply enough to require a Climb roll **Cth** / Climbing test **Sav**. Unlike the surface of Antarctica, however, there is no thick layer of snow: instead it is all ice and rock, much easier for climbing vertically, but less forgiving when it comes to falls. Similarly, clear trails can potentially be

broken by narrow chasms or fissures, and investigators may be required to make short leaps to bridge gaps, in order to make progress through the Elder Tunnels.

- **Elder Thing Lore:** This new skill, described on p.173, allows the investigators to recognise which sections of tunnel bear the stamp of being made or modified by the elder things. While there are few, if any, signs or inscriptions relating to the enigmatic beings, their work is evident. The Natural History or Geology skills **Cth** / Knowledge (Science) skill **Sav** will identify the unnatural nature of some stretches of the tunnels, but Elder Thing Lore **Cth** / Knowledge (Elder Thing Lore) **Sav** lets the investigator know that it is truly the work of the elder things.
- **First Aid, Medicine:** Given the wide range of potential hazards, the investigators will undoubtedly have plenty of opportunities for the use of medical skills. In the event that the investigators do not possess reasonable prowess in Survival, the First Aid or Medicine skills **Cth** / the Healing skill **Sav** can be assumed to include basic cold-weather survival competency, such as knowledge of how to avoid frostbite or care for injuries relating to hypothermia, etc. However, the Keeper may rule that these ministrations are less effective than the use of the Survival skill itself when it comes to cold-related injuries and conditions, making any use of those skills for that purpose **Difficult Cth** / incur a -2 penalty. In *Savage Worlds* the Healing skill is more appropriate than the

Survival skill, and the Vigor trait is used when measuring an investigator's stamina and resistance **Sav**.

- **Geology, Natural History:** The Geology or Natural History skills **Cth** / Knowledge (Science) skill **Sav** should not be required for survival, but throughout their exploration of the Elder Tunnels, inquisitive investigators may choose to make any one of these skill rolls to learn more about their formation, determine their age, and assess the geological composition of various areas. The Keeper is encouraged to refer to the timeline from p.15 of the Introduction for information about this aspect of the Elder Tunnels, as well as the section on Describing the Journey Through the Elder Tunnels (following).
- **Navigate:** The Navigate skill **Cth** / Knowledge (Navigation) skill **Sav**, more than any other, will determine the investigators' success and progress within the Elder Tunnels. Its primary use is covered extensively in Daily Navigate Roll on p.206, and it is also invaluable for a great deal of other situations, such as finding directions when lost. Additionally, the Keeper can use successful rolls of the Navigate skill **Cth** / Knowledge (Navigation) skill **Sav** to provide answers whenever the players ask "Are we going the right way?" or equivalent questions. It is also useful when judging how well the investigators are able to utilise or make maps.
- **Rope Use:** Investigators traversing rough escarpments, making short climbs, or even jumping small gaps may



choose to tie themselves together or improvise swings or other guide lines using ropes.

Cth In most cases, these rolls should be considered Easy or even automatically successful, though in circumstances when they will be tested, the Keeper may choose to forgo the roll when the skill is performed, and instead ask the investigator who used the rope to make the skill roll when it becomes critical to know whether a knot was tied correctly, or a guide line was securely fastened.

Sav Use of a rope while climbing is considered in the rules for using the Climbing skill in *Savage Worlds*. The Keeper should apply a modifier to the appropriate trait (usually Strength) when investigators use ropes to aid other activities.

- **Survival:** Though temperatures are warmer in the Elder Tunnels than above ground, where biting winds and exposure are constant threats, the Keeper may require investigators to make Survival rolls **Cth** / Vigor tests **Sav** when needs permit, or to even periodically make sure that all precautions against the cold are being taken. Long periods of walking in sub-zero temperatures require special attention to even the smallest of irritations—a blister in one's foot can easily lead to an infection, complicated by frostbite. Similarly, the lack of any reasonable sense of the day/night cycle can be disorienting, and the Survival skill **Cth** / Vigor Attribute **Sav** can be essential to help acclimate investigators to the environment of the Elder Tunnels, helping them survive long enough to emerge intact. The Keeper may require investigators to make a Survival skill roll **Cth** / Vigor Attribute test **Sav** when dealing with injuries, or when plunged into new and potentially hazardous environmental situations (being submerged, etc.), with failure leading to additional consequences.
- **Track:** Primarily useful when the investigators become lost or separated, the Track skill **Cth** / Tracking skill **Sav** may also be critical when the investigators discover that they are not alone in the Elder Tunnels. They may use the Track skill **Cth** / Tracking skill **Sav** to notice (and identify) Nazi boot-prints from those made by their own numbers (or other Allies), and may identify the strange spoor or markings left by Mythos beings such as elder things, shoggoths, or worse.

These are obviously not the only skills that will come into play in the Elder Tunnels, but represent the repertoire that should be most useful to investigators. Skills such as Listen and Spot Hidden **Cth** / Notice **Sav** are always invaluable, and stealth and/or combat skills are equally essential if Nazis or Mythos creatures are encountered.

*The boundless ambition of the Nazis
is nothing compared to the mania
that grips Black Sun.
— Natalya Petrova*

EPISODES IN THE ELDER TUNNELS

As the investigators proceed through the Elder Tunnels, they will encounter strange and dangerous tableaux. There are environmental hazards such as deep chasms, rockfalls, and dangerous climbs. Added to these are the threats of an ambush or combat with elder things or Nazis. And if the investigators are truly unfortunate, they might come upon a shoggoth, ancient enemies of the elder things that created them and the tunnels themselves!

The encounters in this chapter are termed Episodes, and as investigators progress through the Elder Tunnels, the Keeper will determine randomly which Episodes the investigators experience. For every 2 Journey Points earned by the investigators in a day, the Keeper should make a roll to determine which Episode is encountered. Journey Points invested into a map (if any) do not count for the purposes of determining Episodes.

To determine which Episode is encountered, the Keeper should roll 1D10, adding the group's total accumulated Journey Points to the result. If the group is making or consulting a map of the tunnels, the map's value should be added to the total. Points invested in the map during this journey should not be added to the total; such points indicate that the group has mapped that which is behind them, not what lies ahead of them. The resulting value of the roll and Journey Points is used to determine which Episode the group encounters, with the Episode's number equal to the value of the roll.

In summary, when the group is travelling throughout an unmapped area:

- **Episode Roll:** 1D10 + accumulated Journey Points

When they are travelling with a map:

- **Episode Roll:** 1D10 + accumulated Journey Points + map value (to a maximum of 10 points)

As noted prior, if a previously-experienced Episode is rolled, the Keeper should skip it and advance to the next Episode in the sequence until finding an Episode that has not already been encountered. If the investigators are lost, however, the Keeper should have them experience a previously-encountered Episode again, updating the description to take into account any experience the investigators had there when they first visited it. This represents the group inadvertently doubling back and encountering the same area again, perhaps from a different direction. The effects of being lost are described in *Getting Lost* on p.205.

If the investigators earned fewer than 2 Journey Points in a day, the Keeper should still make at least one roll to determine which Episode they encounter. As noted prior, the Keeper should withhold the exact total of Journey Points from the

investigators, to prevent them from seeing their progression as they encounter numbered Episodes, as the higher the number of the Episode, the closer it is to the end of the Elder Tunnels.

The Keeper is advised to keep a record of the order in which these Episodes are encountered. These can then be referred to as milestones if the area is revisited.

For example, the Keeper might remind the investigators about a recurring location in a manner such as narrating the following situation when the investigators near the location of a formerly-encountered Feature Scene: "You get a sense of unease when you remember this place. This is near where your friend Jones fell to his death. His body likely still lies in that ravine, broken, twisted, and frozen in the spot where it landed."

DESCRIBING THE ELDER TUNNELS

The Elder Tunnels are vast and confusing, a tangle of passages natural and otherwise, and though there are dangers aplenty within them, the majority of their span is empty, and to describe every tunnel, cavern, and corridor as they twist and wind beneath the icy surface would be tedious for Keeper and player alike. Instead, the voyage through the Elder Tunnels should be a mix of isolation and emptiness, of vast uninhabited spaces, with brief interludes of violent activity, drama, and sudden terror.

The Journey Point system works to present the investigators with a series of encounters and dramatic junctures, described in the following Episodes. Between these points of interest, the Keeper should characterise the remainder of the tunnels using the following guidelines and suggestions, spacing descriptions between Episodes and sprinkling them throughout the day's activity, so that the experience of an Episode feels as if it naturally flows from the events of each day and ongoing progress within the Elder Tunnels, rather than as a scheduled encounter. Such a routine is antithetical to the emphasis of horror and the unknown, and the Keeper should strive to integrate Episodes into a natural and organic framework of experience for the investigators.

History of the Elder Tunnels

The continent of Antarctica, as experienced by the investigators, came into being roughly 50 million years ago, shaped by a cataclysmic earthquake that destroyed the most populous central city of the elder things, raising the range that would later be dubbed the Mountains of Madness. The elder things abandoned the now-subterranean wreckage of their former hub of civilisation, building a new city in the heights of a nearby mountain range. This would be their last redoubt on the surface, and elder things scattered across the globe withdrew to settle in this new city, high in the mountains.

Despite having lost their capital city, the elder things nonetheless continued to utilise various bases and outposts across the South Polar region (such as the five Elder Towers surrounding their city), and desired a means of linking them safely, to avoid being preyed upon by enemies who might still haunt the surface. Over the course of the next 50 million years, the elder things explored and expanded the subterranean complexes that riddled the ice, limestone, and basalt. Eventually they created a series of tunnels that bored through the continent in its entirety. As the elder things were equally adept in air, on land, and under water, the tunnels that permeated the Antarctic continent were many and varied, linking the surface to the vast depths of frozen, hidden seas far below the Earth's surface. Though they fought a war with their former creations, the shoggoths, the elder things still controlled many of them, and no small portion of the Elder Tunnels existed solely for the convenience of these creatures, allowing them to move rapidly beneath the surface at the behest of their masters.

Aeons of geological upheaval have caused considerable damage, fracturing, sinking, and otherwise blocking parts of the Elder Tunnels, and the decline of the elder thing civilization has paralleled the tunnels' collapse as a reliable avenue of travel. Within the last million years, the elder things abandoned the tunnels entirely, forsaking them in favour of seclusion and eventual hibernation in the Elder City, and the shoggoths remaining therein grew feral and wild, and many entered hibernation or simply froze due to inactivity.

Travel through the Elder Tunnels
combines isolation and emptiness
with sudden interludes of
violence and absolute terror.

In the last century, when humans began arriving on the South Polar Region, a few of the expeditions discovered portions of the Elder Tunnels. They did not recognise them for what they were, however, attributing the unusual formations to lava tubes or other heretofore-undocumented volcanic activity. Due to the treachery of the tunnels and their relative inaccessibility, they were never given much attention, and exploration of their reaches did not begin in earnest until the arrival of the Nazis in Ritscher's *NeuSchwabenland* Expedition of 1938. When their survey of a small stretch of the Elder Tunnels ended in the discovery of one of the five Elder Towers (particularly, Site 43), Ritscher knew at once that the tunnels were of (what he assumed) alien origin.

Later German expansion into Antarctica would make exploration of the Elder Tunnels a priority, and it is through this imperative that the Nazis discovered the underwater labyrinth that links Ritscher Station with Point 19, and connects that and other sites with the Elder City. Their activities in Point 19 demonstrate their desire to map and ultimately

Prehistoric Remains in the Elder Tunnels

"The hollowed layer was not more than seven or eight feet deep but extended off indefinitely in all directions and had a fresh, slightly moving air which suggested its membership in an extensive subterranean system. Its roof and floor were abundantly equipped with large stalactites and stalagmites, some of which met in columnar form: but important above all else was the vast deposit of shells and bones, which in places nearly choked the passage. Washed down from unknown jungles of Mesozoic tree ferns and fungi, and forests of Tertiary cycads, fan palms, and primitive angiosperms, this osseous medley contained representatives of more Cretaceous, Eocene, and other animal species than the greatest paleontologist could have counted or classified in a year. Mollusks, crustacean armor, fishes, amphibians, reptiles, birds, and early mammals - great and small, known and unknown. No wonder Gedney ran back to the camp shouting, and no wonder everyone else dropped work and rushed headlong through the biting cold to where the tall derrick marked a new-found gateway to secrets of inner earth and vanished aeons.

"When Lake had satisfied the first keen edge of his curiosity, he scribbled a message in his notebook and had young Moulton run back to the camp to dispatch it by wireless. This was my first word of the discovery, and it told of the identification of early shells, bones of ganoids and placoderms, remnants of labyrinthodonts and thecodonts, great mosasaur skull fragments, dinosaur vertebrae and armor plates, pterodactyl teeth and wing bones, Archaeopteryx debris, Miocene sharks' teeth, primitive bird skulls, and other bones of archaic mammals such as palaeotheres, Xiphodonts, Eohippi, Oreodonts, and titanotheres. There was nothing as recent as

a mastodon, elephant, true camel, deer, or bovine animal; hence Lake concluded that the last deposits had occurred during the Oligocene Age, and that the hollowed stratum had lain in its present dried, dead, and inaccessible state for at least thirty million years."

—H.P. Lovecraft, "At the Mountains of Madness"

Some areas are also rich with antediluvian remnants of the plethora of life once present in Antarctica, before it became shrouded in ice. The cavern discovered by Pabodie on the first Miskatonic expedition (excerpted above) was one such place, a time capsule filled with the skeletal remains of thousands of animals preyed upon by the elder things and later, the shoggoths.

The investigators may find similar such spaces, containing priceless specimens from these ancient aeons, in either relatively pristine shape or oddly damaged, bearing signs of strange violence common to the victims of Mythos creatures. Should investigators discover such sites, successful usage of the Archaeology or Natural History skills **Cth** / Knowledge (Science) skill **Sav** will reveal to them the incredible value of the find, as well as its utter strangeness and rarity — actual preserved skeletal remains as opposed to fossilized remnants.

Back in the civilised world, specimens from any such finds will be initially discredited due to their condition, though any one of them could eventually launch a stellar career in palaeontology for the scientist presenting it. First they must survive the terrors of Terra Incognita and stop Black Sun's diabolical plot... else they will join these fossils in *requiem æternam*.

conquer the Elder Tunnels, turning them into a safe and reliable means of transport far below the inhospitable surface world.

Appearance of the Elder Tunnels

The most significant visual element of the Elder Tunnels is, of course, their utter lack of light. Assuming the investigators are carrying torches or lamps, they are in for a visual feast. The tunnels themselves are comprised of limestone, basalt, and other minerals, mortared together with layer upon layer of millions-year-old ice. There is very little actual snow in the Elder Tunnels themselves, as any such moisture has long since hardened and joined the ever-present icy coating in the tunnels. The tunnels themselves range in dimensions from tight, cramped crevasses that the investigators must contort themselves to pass through, to wide-open spaces that beggar the imagination in their magnitude.

The Keeper should be inspired to portray the Elder Tunnels as an amazing and varied locale, with natural formations that are as breathtaking as they are challenging. The investigators will be forced to wend their way through these tunnels, occasionally stumbling across scree-strewn floors, clambering over icy boulders, and sliding down ramps slick with ice. As described in Essential Skills in the Elder Tunnels on p.208, investigators may find their entire repertoire of physical skills challenged: with Climb, Jump, Rope Use, and DEX rolls **Cth** / Climbing, Strength and Agility tests **Sav** the most prominently utilised.

The group will bypass towering stalactites, duck under jagged stalagmites, and encounter natural colonnades formed where the stalactites and stalagmites meet. In this strange and forlorn underground world, they will find caverns so vast they have small mountain ranges within them, and walk along ledges at the edge of seemingly bottomless pits. The Keeper may describe precarious ice bridges, boulders the

size of small buildings, and tunnels as meandering as a plate of dropped spaghetti noodles. In some places they may find themselves close enough to the surface that dim light shines through the thick layers of ice above, and they may find low points where the tunnels venture underwater, forcing them to seek alternate routes else they freeze to death.

The temperature in these tunnels, fortunately, is at least 10° warmer than the windswept terrain aboveground, and though the investigators cannot simply abandon their parkas and fur-lined mittens, they will find that the underground climate is far more hospitable, and they will not be in constant danger of death from exposure. To emphasise this, the Keeper should relax any previously-required survival precautions, allowing the investigators the chance to feel as if they have a chance of surviving their passage through the tunnels.

The air is dry and crisp, and almost devoid of scent, and only in the lower reaches of the tunnel near unfrozen water will the investigators notice any moisture in the air. In a fashion similar to the lack of light and scent, the Elder Tunnels are distressingly silent for the most part, with only the slightest intermittent creak of glacial movement carried through the ice and stone from miles/km away. Investigators should be able to hear the faintest sounds from a great distance, and they will dismayingly find that their own movement echoes throughout the icy warrens and caverns. This silence makes any attempts at Sneaking or Hiding **Difficult Cth** / any Stealth tests are made with a -2 penalty **Sav** if there is anyone (or anything) trying to listen.

The Entrances to the Elder Tunnels at Site 43

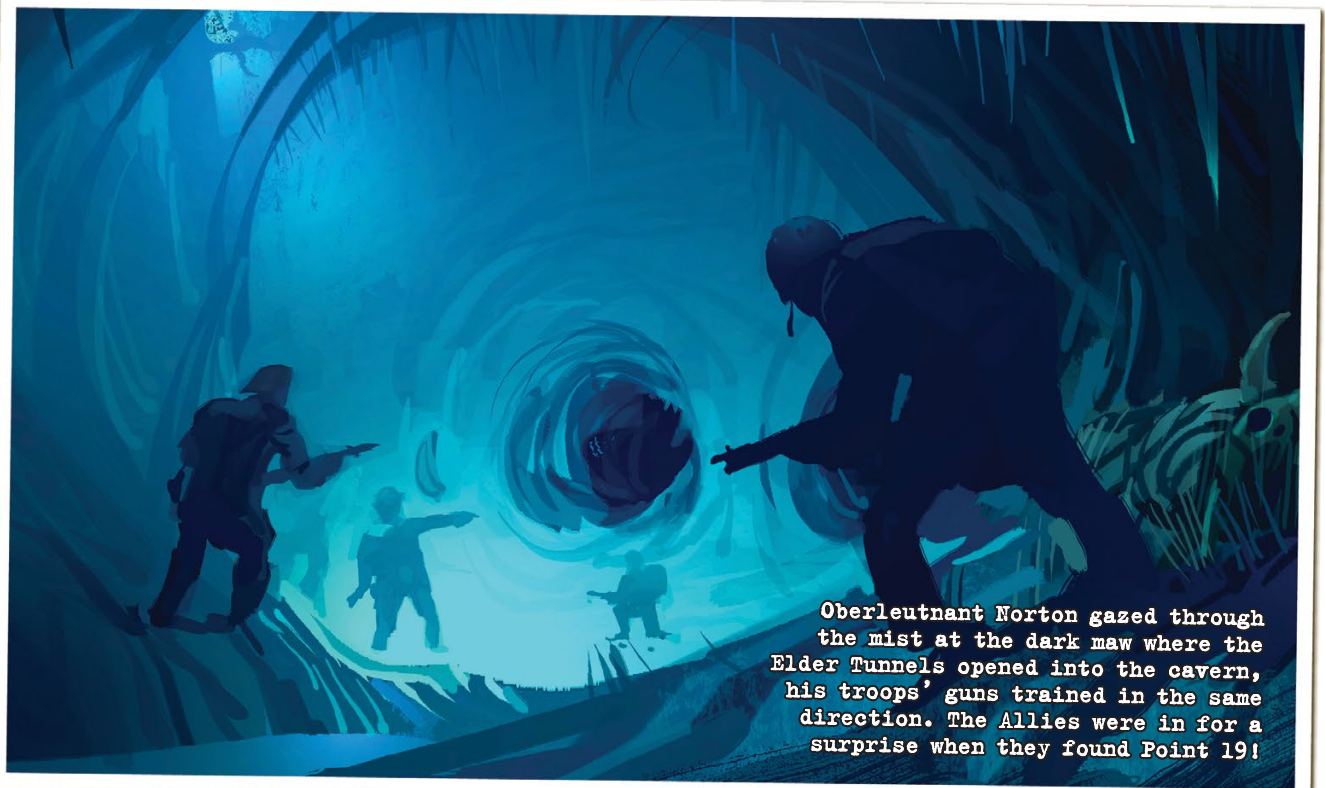
The first two of the three entrances described below are the most likely to be used by the investigators. The first and second are obvious, leading from the ground floor of the Elder Tower (Site 43, described on p.170) and from the causeway near *die Zitadele* in Point 19 (described on p.195). The third entrance is less conspicuous, a mere hole in an icy cliff-side several miles/km away from the Elder Tower, described in Episode 19 on p.233. This latter entrance is barely visible from the outside, and the only way the investigators can discover it is from within the Elder Tunnels.

Depending on circumstances, the Keeper may choose to introduce additional entrances, and can use the following ones as examples.

THE LOWER LEVEL OF DER TURM (SITE 43)

The ramp spirals down deep into the ground and daylight soon dims to naught. Everything is darkness. A black tunnel stretches ahead, eight feet wide (2.5m) and 10 feet (3m) high. The floor, walls, and ceiling are all made up of the same glossy, featureless black stone. The tunnel heads towards the mountains, and then onward, apparently leading to the Elder City far, far beyond. Here and there may be spotted minor ephemera discarded by the Germans when they passed through; food wrappers, cigarette butts, and a few empty bottles, and the ground is well-marked with booted footprints.

After half a mile (800m), the smooth sides of the tunnel are broken. Shards of black glassy rock lie upon the floor and jut out of the walls. Some long-ago movement of



Oberleutnant Norton gazed through the mist at the dark maw where the Elder Tunnels opened into the cavern, his troops' guns trained in the same direction. The Allies were in for a surprise when they found Point 19!

Others in the Elder Tunnels

The system described in this chapter for successfully navigating the Elder Tunnels consists of a number of Episodes to be encountered, based on the investigators' accumulation of Journey Points and a random roll. If the Keeper wishes to add additional encounters of a less predetermined nature, this section provides a variety of other beings potentially present in the Elder Tunnels, to be encountered independently of the predetermined Episodes.

Humans should make up the majority of encounters in the Elder Tunnels, especially near German bases such as Point 19 or the Site 43, with the following suggestions:

- **Nazi Forces:** A few Episodes feature Nazis or their handiwork, but the Keeper may wish to include additional encounters with German forces; either randomly encountered (*en route* to or from the Elder City, perhaps even unaware of events elsewhere on Antarctica); lost and attempting to survive; fleeing the events at either Point 19 or Site 43 (or in general); or in pursuit of the investigators from either of those aforementioned starting locations. These may be traditional German soldiers (such as those described in the *KQ* on p.32), either alone or in the company of Black Sun forces. Due to the rivalry between the two factions, *Nachtwölfe* forces are highly unlikely in the tunnels, but they might be encountered as part of a small detachment sent to spy on Black Sun activities and infiltrate the Elder City.
- **Allies:** In the midst of the battle between Nazi and Allied forces, there are plenty of opportunities for Allied troops to somehow end up in the Elder Tunnels, whether following the investigators or arriving from other locations outside the scope of this campaign. Though the Elder Tower and Point 19 are directly connected with Mythos activities, other bases and points of interest are also connected to the Elder Tunnels, and the investigators may inadvertently cross paths with any of the Allied forces described in Chapters 2, 3, or 8. Depending on how the two groups encounter one another, this may turn into a "friendly fire" incident or a tense standoff until everyone's identities are recognised and confirmed. These Allies may be in pursuit of Nazi troops, pursued by same, investigating on their own recognizance, or even lost. This is an excellent opportunity for the Keeper to provide re-enforcements to the investigators, to replace dead investigators, or send incapacitated investigators out of danger in relative safety.
- **Explorer:** As incredulous as it may seem, the Keeper may introduce an anomalous explorer, lost and alone in the Elder Tunnels, having survived in the darkness for months, or even years. There have been at least two dozen major expeditions in the four decades prior to the assault on

Ritscher Station, and at least two within the last five years. The likelihood of a human surviving outdoors is infinitesimally slight, though below ground it is certainly possible, if an individual manages to find a food source (albino penguins, or the edible fungi from Episode 18: Fungi from *Unterirdisch* on p.232). Alternatively, an apparent survivor of some prior expedition could have been captured and experimented on by the elder things and recently released. In any case, such a wretched being will be long past insane, malnourished, and so long accustomed to dwelling in pitch darkness that any return to civilisation will require years of rehabilitation and psychological treatment. A Keeper with a flair for the truly *outré* might introduce an apparent "survivor" that turns out to be in fact a small, human-sized shoggoth capable of mimicking humankind perfectly (or near enough to pass), at least in the form of a nearly-blind, malnourished, human-shaped lunatic.

The Elder Tunnels are harsh and lifeless, but nonetheless provide an immensely more survivable environment than that of the surface. Given the warmer temperatures, the shelter from the winds, and the possibilities of food sources in the form of lichen, fungi, or fish, it is possible to survive for some time in the tunnels, and some creatures can actually thrive in this narrow margin. Mythos creatures, whatever their origin, do not conform to terrestrial requirements for sustenance, and may survive for millennia without regular food or sunlight.

- **Albino Penguins:** Described on p.257, these aberrations, the result of millennia of interbreeding, have adapted to the Elder Tunnels and the lower reaches of the Elder City. The Keeper may wish to save encounters with these for the latter stretches of the tunnel journey, signalling the nearness of the final destination. They are the principal source of food for the shoggoths, and have learnt to avoid the horrific creatures whenever possible. Though they could present a threat to investigators, due to their relative size, they are essentially harmless cowards, afraid of loud noises and commotion, and will flee whenever confronted by the unknown. If there are any "common" inhabitants of these tunnels, it is these freakish creatures. Similarly, the Keeper may wish to introduce blind, albinoid versions of other creatures native to the coastline and far from their natural habitat, such as seals.
- **Schnee-Koloss:** The monstrous snow colossi tamed by the Nazis as mounts at Ritscher Station are well-at-home in the Elder Tunnels, though they are more coast-dwellers by preference, preying upon seals, penguins, and fish for sustenance. They are described on p.362, and though those specimens have been (barely) domesticated, any encountered in the wild will be equivalent.

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- **Cold Ones:** Described on p.361, these enigmatic creatures are perfectly suited for the Elder Tunnels and may present a threat, or even a brief encounter. More than one of these entities may be more than a match for even a seasoned, well-equipped group of investigators, and should not be introduced lightly or without context.
- **Kristallianer:** The investigator group may encounter these beings in the areas close to the crystal grove from Point 19, or in the vicinity of Episode 16 (p.229), which takes place in a field of naturally-occurring crystalline growths. These strange beings are described on p.190.
- **Elder Things:** Though they constructed the Elder Tunnels, or at least connected them and expanded them dramatically, the elder things are extremely scarce in these caves, fearful of the wrathful shoggoths as well as the new Nazi scourge. If the investigators have arrived in the Elder Tunnels from Site 43, they may well have encountered an elder thing corpse (p.270), and Episode 5 (p.218) presents the remnants of an elder thing, victimised by the Nazis.
- **Shoggoths:** Of all the Mythos entities that could be encountered in the Elder Tunnels, the shoggoths are by far the most deadly and terrifying. They have run rampant

throughout the tunnels, their private domain, for tens of millions of years, and only their relative scarcity has prevented them from expunging all life from the tunnels, and the continent itself. Episode 13 (p.226) contains just such an encounter with a shoggoth.

Additional Mythos creatures that might be encountered in Antarctica (and particularly in the caverns and grottoes far beneath the surface) are presented in **Creatures of Antarctica**, p.358. However, despite the relatively large number of creatures that could be encountered underground, it is recommended that the Keeper avoid having too many varied encounters with creatures — natural and/or Mythos — to better emphasise the loneliness and isolation, rather than depicting a thriving ecosystem within the Elder Tunnels, full of all manner of life. The Mythos should be an aberration, an unnatural manifestation inimical to natural life, rather than functioning as a part of it. If natural inhabitants of the tunnels are in contact with the Mythos entities, it should be to their detriment, usually serving as prey. The investigators are more-than-likely to discover the long-befouled remains of an albino seal (or a whole herd of them) left by a Mythos creature, or they might encounter a Mythos entity in the midst of devouring one, as others of its kind scatter in terror.

the ground caused a cave-in, and now the only way forward lies through a small gap between the fallen boulders. After squeezing through this gap, the investigators find a large natural cavern. Hanging from the roof of the cavern, immediately before them is a massive Nazi pennant; a clear declaration that even these tunnels have been claimed for the Fatherland.

THE CAUSEWAY AT DIE ZITADELE (POINT 19)

The wide causeway at Point 19, near *die Zitadele*, narrows somewhat, though it shows signs of having been widened with power tools and hard labour, permitting motorised vehicles. The ground is littered with fragments of crystal and broken shards of black rock, glittering in the light from the nearby cavern. The walls near the entrance to the tunnels are pockmarked with the tell-tale signs of machine gun fire, and occasionally cratered from cannon-fire, painting a clear picture of past battles against the *Kristallianer*, or perhaps hinting at beings emerging from the tunnels themselves.

Wooden boards are laid in parallel on the ground, wired together with steel cables, forming a road of sorts, allowing easier passage for non-tracked vehicles. Electric lights are set into the walls at regular intervals, connected by unspooled wires, but they do not work, and the wires are clearly broken in several places, with obvious, though fruitless attempts at repairing them.

Roughly a half mile (800m) from the causeway, the artificially-widened tunnel begins to narrow gradually, as if efforts by the Nazis to widen it were abandoned. The inoperable electrical lights end abruptly as does the widened tunnel, and beyond it, the way is rugged and rough, man-made stone-works replaced by naturally-occurring tunnels, with occasional sections curiously round and ridged, as if shaped according to alien sensibilities.

A HOLE IN THE CLIFFS NEAR SITE 43

Several miles/km from the Elder Tower, across the icy plain are the earliest foothills of the mountains that rise jaggedly, eventually forming a barrier, beyond which lies the Elder City. It is unlikely that the investigators will explore this area at the foot of the mountains; this entrance is undetectable from a distance, and the only easy access is from within the Elder Tunnels themselves. The investigators may locate this entrance from within the tunnels as either a false exit (Episode 19, if they entered the Elder Tunnels from the Elder Tower entrance), or as an actual exit from the Elder Tunnels, though one that puts them no closer to finding the Elder City, their ultimate destination.

Among the cliffs, in an area devoid of ice and sheltered by some slab-like boulders, lies a hole that leads vertically into the rock. The hole is just big enough for a large person to squeeze through, and leads to a chimney-like shaft that

descends to join the Elder Tunnel system. From inside the tunnels themselves, this chimney may be spotted by the faintest glimmer of daylight, or the draft of fresh air, but from outside, this tunnels is all-but-concealed by snow, and the only possible way to find it from the outside would be to know that it exists and be searching for it, as well as rolling a successful *Difficult Spot Hidden* check **Cth** / Notice test with a -2 penalty **S^{av}**.

Episode 1 (or 2): The Pitfall

As the investigators make their way through the endless passages in this early section of the Elder Tunnels, their minds may begin to wander and settle into this cold, dark new world. Rocks will take on strange and grotesque shapes in the fleeting torchlight, and the investigators will find that their eyes are beginning to play tricks on them, with glimpses of movement in the shadows. The Keeper should call attention to these instances once or twice, but when the investigators pause, the shadows will remain still, and light shined into them will reveal nothing but rocks... endless stretches of rock and ice. To the sides lie entranceways choked with debris, and the investigators may feel as if they are being channelled in one direction. The darkness yawns before them, cloaked in miles/km of endless night.

What they do not know is that the rubble ahead of them is precariously balanced at the edge of a pitfall, dangerous but not likely to be fatal. If the group is using minimal light or travelling in haste, this hazard is unavoidable. The Keeper should ask the group leader to make a *Spot Hidden* roll **Cth** / Notice test **S^{av}** to anticipate the danger. If the leader spots the hazard, they may alert the group and precautions may be

taken. If the leader fails to spot the hazard, they will proceed into danger, unfortunately unaware.

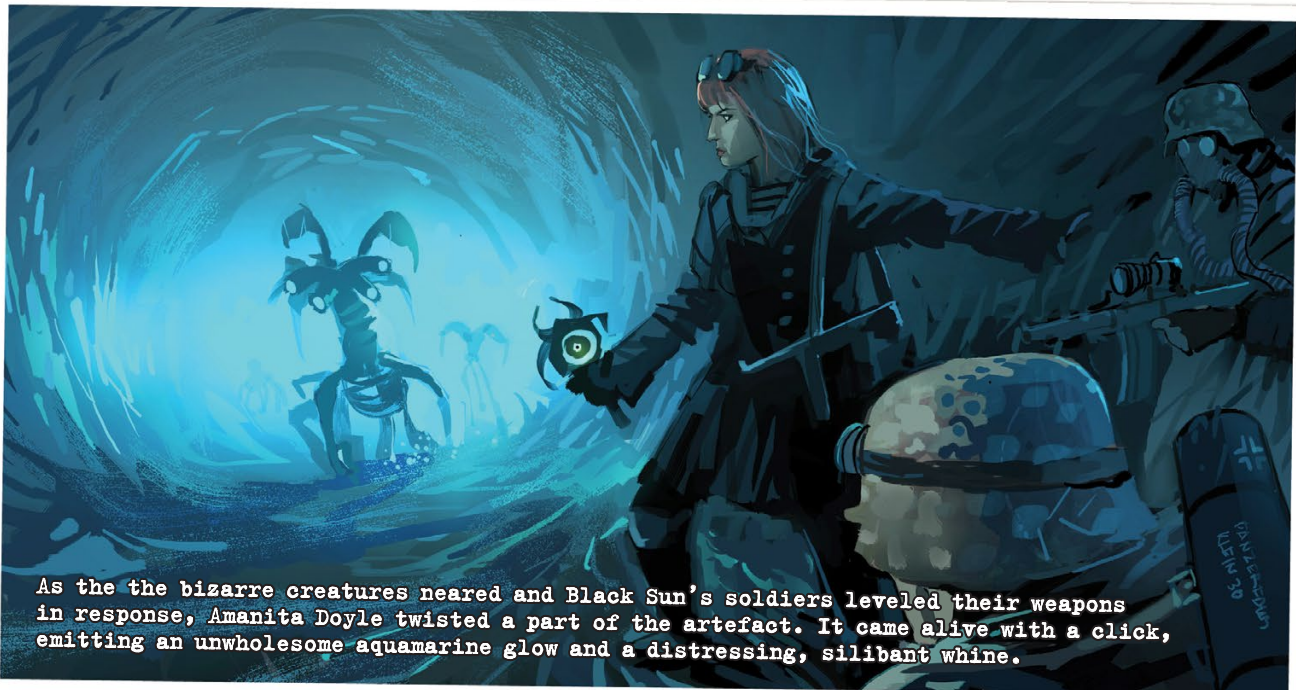
The rock in this area is loose, and will give way to anyone rolling below their SIZ or lower on D100. When the leader enters the area, the Keeper should allow them to attempt a SIZ roll to see if they trigger the pitfall. If they do not, the Keeper should then proceed to the second person and repeat the process, continuing until the deadfall is triggered (if at all) **Cth** / the first person that steps on the rock triggers the pitfall **S^{av}**. The person triggering the pitfall and

The hole is just big enough for a large person to squeeze through, and leads to a chimney-like shaft that descends to join the Elder Tunnel system.

anyone within 10 feet (3m) of that person must attempt a DEX×5 roll **Cth** / an Agility test **S^{av}** to catch hold of something and save themselves from falling.

Anyone tied to a falling person can attempt to save them. This requires a STR-based resistance roll, comparing the would-be saviour's STR with the SIZ of the falling person **Cth** / This requires a Strength test, with a -2 penalty if the falling person's Strength is equal to or higher than that of the saver **S^{av}**. Failure indicates that both investigators are pulled into the pit. If the roll is successful, they are able to take the strain and save the falling person from harm. Anyone falling into the pit takes 1D6 Hit Points of damage **Cth** / 2d6 damage **S^{av}** as they tumble down 15 feet (4.5m).

Anyone who has fallen into the pit can use the Climb or Rope Use skills **Cth** / Climbing skill **S^{av}** to climb out.



As the the bizarre creatures neared and Black Sun's soldiers leveled their weapons in response, Amanita Doyle twisted a part of the artefact. It came alive with a click, emitting an unwholesome aquamarine glow and a distressing, silibant whine.

The Use Rope skill is considered easy, at double the normal chance **Cth** / Using a rope gives a bonus to the Climbing skill, as per the *Savage Worlds* rules **Sav**. Any investigators who fell should make a Luck roll **Cth** / Draw a card from the Action Deck. If the investigator has the Luck Edge, he may draw two cards and act on the best. If the investigator has the Bad Luck Hindrance, he must draw two cards and act on the worst. A card of a black suit indicates failure **Sav**, with failure indicating that something was lost during the fall. The Keeper should choose something from that investigator's possessions and inform them only later of the missing item, perhaps when the investigator goes to use it. If the investigator states they are inspecting the base of the pit, a successful Spot Hidden roll **Cth** / Notice test **Sav** will locate the lost item. If the Keeper decided that an electric torch was dropped, the bulb is automatically shattered.

If the hazard is spotted and precautions are taken, the group may tackle it one investigator at a time, perhaps with ropes, only falling if a DEX×5 roll is fumbled **Cth** / if the outcome of an Agility test is a Critical Failure **Sav**.

Episode 3: A Snake in the Ice

The Keeper should ask each of the investigators to attempt a Listen roll **Cth** / Notice test **Sav**. A success means that the investigator hears, incongruously, the muffled sound of a woman sobbing. If they call out, they will receive a response in either English or German (depending on what language is used). The cracked and distraught voice sounds as if it belongs to a young woman. Any attempts at gaining more information will earn relief from the woman, who claims to have been a captive of the Germans, being taken from "some tower" (or "some underwater base", depending on which is closer). She says that her captors were attacked by a horrible monster, and she fled, and has been hiding in these tunnels for a couple of days. An Idea roll **Cth** / Common Knowledge test **Sav** will identify her accent as Irish.

Convincing her to meet will be easy enough, as she is hiding in a niche around the corner of a jagged tunnel, nearly 40 yards/metres away from the investigators. If the investigators are suspicious, she will reveal herself, walking forward with arms held high. She has a pistol tucked into a belt and an electric torch in one hand, and is clad in the same sort of survival gear the investigators are likely wearing, though not bearing the insignia of any country's navy or army. When she grows closer, and draws back her hood, the investigators will see that she is a fit, though relatively nondescript woman in her mid-to-late 20s. She has plain brown hair in a practical short cut, and there is something almost mousy or timid about her demeanour.

Given the chance, she will collapse into the arms of the most appropriate of the investigators, sobbing that she has been lost in the darkness for so long and thought she would die there. She asks for any food or water they may have to

spare. Once she has had a chance to collect herself (during which time she will observe the investigators, trying to see how they interact with one another), she will explain her situation, introducing herself as Amata Doyle, a spy working with the Allies. She claims that she had infiltrated the Nazi operation at Ritscher Station and was attempting to gather information on the scope of their activities in all of Antarctica. She was unfortunately captured, but managed to bluff her way into convincing the Nazis that she had inside knowledge of a *Nachtwölfe* conspiracy against Black Sun. Doyle's hope was that she would be transferred to the Black Sun leader on Antarctica, where she could learn more about their grand plan. If she could not escape and return to the Allies, then Doyle hoped that before they killed her, she could sow dissent between the two secret groups, hindering their activities enough for the Allies to gain the upper hand.

In truth, Amata Doyle is a spy of German-Irish descent, working with the Nazis and Black Sun in particular. Her code-name is "*die Maus*" ("The Mouse") and she has been active throughout the war, operating on several fronts. Her skills as a mimic and thief have made her an unparalleled success in this line of work. A favourite of Klaudia Fleischer, a prior of Black Sun, Doyle was set to serve as Fleischer's agent in the Elder City. She was travelling there with a squad of German soldiers, and they became briefly lost in the Elder Tunnels. On their attempt to find their way back, the group discovered an aeons-dormant shoggoth. Thinking it a perfectly-preserved specimen, one of the Nazis attempted to sever a section of the creature to present to his masters, ignorant of the threat the creature presented. It awoke and attacked, engulfing several of the group all at once, hunting the rest through the Elder Tunnels one by one, until all but Doyle were devoured.

She managed to escape its attention and was returning to either Point 19 or Site 43 (the Keeper should pick whichever is more appropriate) when she heard the investigator group approaching. Deciding that presenting herself in distress would be the best course of action, Doyle began crying loudly enough to be heard, planning different reactions depending on who turned the corner and found her.

In her guise as *die Maus*, Doyle is a highly-convincing liar and mimic, and will focus on the horror she has just experienced if questioned overmuch. There is enough truth to her story to remain convincing. Her ultimate goal is survival, and she will do anything she can to stay alive and get out of the Elder Tunnels. She is, however, quite lost, and will readily throw her lot in with the investigators, trusting that if they survive the tunnels and emerge at the Elder City, she can betray them at that time and earn favour with Black Sun. To this end, she will cooperate fully with the investigator group, even when it comes to fighting against her fellow Nazis, should any be encountered, in order to maintain her cover as an Allied agent. Such are the risks. The only Germans she will not willingly engage to present herself as an ally to the investigators are those who are clearly affiliated with Black Sun.

Any attempts to see through her lies (using Psychology **Cth** / Knowledge (Psychology) **Sav**) are opposed by Doyle's Fast Talk or Persuade skill **Cth** / Persuasion skill **Sav**, as appropriate. If Doyle is successful and the investigator is not, the lies are convincing. If the investigator is successful and Doyle is not, then her ruse is transparent. If both skills are successful or both fail, her statements should be taken for what they are. Doyle will use her own Psychology skill **Cth** / Knowledge (Psychology) skill **Sav** on the investigators to determine if she is successful in lying to them, and determining which of their number may be suspicious of her.

If any of the investigators have encountered *die Maus* from her prior appearances in other **Achtung! Cthulhu** campaigns or adventures, she will drop any pretence of being a damsel-in-distress, either fleeing once she is identified, or attempting to take a hostage and using that leverage as she bargains for her life.

Doyle is equivalent to a Novice of the Black Sun as described on p.94 of the KG, with the following adjustments:

Cth DEX 16, INT 15, APP 15, EDU 18, and the skills of Conceal 50%, Disguise 70%, Espionage 35%, Fast Talk 75%, Forgery 50%, Hide 50%, Jump 60%, Listen 65%, Other Language (German) 80%, Other Language (Irish) 30%, Own Language (English) 80%, Perform 50%, Persuade 70%, Psychology 60%, Sleight of Hand 70%, Sneak 60%, Spot Hidden 50%, Survival 25%. She is armed with a Luger P08 (50%, damage 1D10, atts 2, base range 20 yds.).

Sav Agility d8, Smarts d8, Charisma +1, Knowledge (English) d8, Knowledge (Espionage) d6, Knowledge (German) d8, Knowledge (Irish) d4, Knowledge (Psychology) d8, Notice d6, Persuasion d10, Stealth d6.

Episode 4: The Chasm

The investigators continue to trudge on, weaving through this honeycomb of aeon-dead caves. As they clamber over rocks and boulders, they may find themselves longing for the simple pleasure of walking on flat, smooth ground. Time spent in days past, in city subways, or even in the chilled halls of the bergship *Jeremiah*, did not prepare the investigators adequately for this. As they grow numb to the effort of clambering over toothy ridges and through rubble-strewn declivities, they may grow inattentive to immediate threats.

In this case, a black void some eight feet (2.5m) across lies before the group, as if something has taken a massive knife, stabbed it into the earth, and gutted the rocks. Cold, still air fills it, indicating that it extends deeply into the surrounding rocks. The chasm extends left, right, up, and down, there is no way to climb around it.

If the group is travelling in haste, with less than abundant light, the leader of the group must make a Spot Hidden roll **Cth** / Notice test **Sav** to avoid this hazard. Otherwise the leader will automatically notice the chasm.

Failing to notice the chasm results in the lead investigator stumbling into it. An investigator that falls may attempt a DEX×5 roll **Cth** / Agility test **Sav** to catch hold of rocks as they plummet, taking only 1D3 Hit Points of damage **Cth** / 1d6 points of damage **Sav** as a result. If the DEX×5 roll **Cth** / Agility test **Sav** fails, the investigator falls 20 feet (6m) onto a ledge, taking 2D6 Hit Points of damage. Beyond the ledge lies an immeasurable drop. A successful Climb roll **Cth** / Climbing test **Sav** is required to safely travel from the ledge back to the tunnel.

If the investigators are roped together, the investigator immediately behind the leader may attempt a resistance roll, with their STR versus the SIZ of the falling person **Cth** / A Strength roll, with a -2 penalty if the falling person's Strength is equal or higher than the would be saver's **Sav**. Failure will result in the second investigator being dragged in with the leader. If this roll fails, that second investigator is also pulled into the chasm. If the roll is successful, the second investigator is able to take the strain, and the falling leader takes only 1D3 Hit Points of damage **Cth** / 1d6 points of damage **Sav**.

An investigator that falls should make a Luck roll **Cth** / draw a card from the Action Deck. If the investigator has the Luck Edge, he may draw two cards and act on the best. If the investigator has the Bad Luck Hindrance, he must draw two cards and act on the worst. A card of a black suit indicates failure **Sav**. A failed roll indicates that something was lost during the fall. The Keeper should choose something appropriate from the investigator's possessions, such as something in hand or something close-to-hand, like an electric torch or ice axe. The item falls into the chasm, clattering as it descends into darkness, and is far beyond recovery. Less durable items will shatter or break as they strike the rocky sides of the crevasse.

If the hazard is spotted and precautions are taken, the group may attempt to cross the chasm. Unfortunately, there is insufficient space to get a proper run-up to make the leap across the chasm, so a successful Jump roll **Cth** / Strength test **Sav** is required. A failed Jump roll **Cth** / Strength test **Sav** will result in the jumping investigator suffering 1D3 Hit Points of damage **Cth** / 1d6 points of damage **Sav** as they land badly on the far side. Once at least one person is across, ropes and pitons may be used to aid others in crossing, without the need for dice rolls. A successful Rope Use skill **Cth** / Agility test with a -2 penalty **Sav** could also be used to lasso a protuberance on the other side of the chasm, without requiring an initial Jump roll **Cth** / Strength test **Sav** to get over to that side.

Episode 5: The Climb

In the Elder Tunnels, the investigators are shielded from the depredations of the biting Antarctic wind; a ceaseless presence that feels as if it penetrates flesh rather than passing around it. Fortunately, this respite also means that

the investigators do not feel any wind chill, so when they encounter an open passageway or region of the tunnels through which they can march relatively uninterrupted, the physical exertion soon warms them up, and before long most of them will be fairly hot, enshrouded in so many layers. However, the opportunity to move unimpeded cannot be ignored, and despite themselves, the investigators may be quickening their pace, and making excellent progress.

Investigators making a successful Geology or Natural History roll **Cth** / Knowledge (Science) test **Sav** will quickly recognise that the areas they are moving through are unnaturally cleared and smoothed, as if they were optimised for travel. This supposition is correct: this is a relatively-intact stretch of the tunnel system once used by the elder things. A successful Elder Things Lore **Cth** / Knowledge (Elder Things Lore) test **Sav** will reveal the telltale signs of their handiwork.

After several hours at this pace, the investigators come to a vast chamber, the roof of which arches high above them. No exit is visible until they shine their torches upward, spotting black holes set deep into the walls, the lowest one being 20 feet (6m) above the ground. Compasses point forward, and all maps indicate that, while this chamber is not depicted, it is well along the correct direction to the Elder City.

It is time for a decision.

Either the group will have to turn back to search for another route (losing half that day's Journey Points) or they must climb. Should they do the latter, the lead climber must make a successful Climb roll **Cth** / Climbing test **Sav** to reach one of the openings. Assuming the climber is using ropes and pitons, a failed Climb roll **Cth** / Climbing test **Sav** indicates a short fall, after which the climber is hanging at the end of a rope. In this case, the Keeper should ask the investigator to make a DEX×5 roll **Cth** / Agility test **Sav** or take 1 Hit Point damage **Cth** / receive one level of Fatigue from Bumps and Bruises **Sav** from the sudden jolt and possible impact against the side of the cavern. If no pitons are being used, then the investigator simply falls, taking 2D6 damage (halved if a Jump roll is successful) **Cth** / 3d6 damage **Sav**.

Following a successful climb, that same investigator must then make a Luck roll **Cth** / draw a card from the Action Deck. If the investigator has the Luck Edge, he may draw two cards and act on the best. If the investigator has the Bad Luck Hindrance, he must draw two cards and act on the worst. A card of a black suit indicates failure **Sav**. If it is successful, the gap in the rock wall that they have reached opens into a tunnel. If the Luck roll fails **Cth** / Action Card draw fails **Sav**, the opening is a dead end. To climb from one hole to another is relatively simple; the investigator must make another Climb roll **Cth** / Climbing test **Sav**, and will only fall if the roll is fumbled **Cth** / is a Critical Failure **Sav**.

Once an onward way has been found, the investigator can affix a secured rope upon which everyone else in the group can climb up. To climb a fixed rope is relatively easy; each

investigator must make a Climb roll, and will only fall if the roll is fumbled **Cth** / Climbing test with the appropriate bonus for the rope, as per the *Savage Worlds* rules **Sav**. If precautions are taken and a rope is tied to each person as they climb, then falling inflicts only 1 Hit Point of damage **Cth** / one level of Fatigue from Bumps and Bruises **Sav**. If these precautions are not taken, on a fumbled Climb roll **Cth** / Climbing test **Sav** the investigator falls to the ground, taking 2D6 damage (halved with a successful Jump roll) **Cth** / 3d6 damage **Sav**.

Episode 6: Elder Thing Carnage

Moving through a particularly smooth and sloping part of the Elder Tunnels, the investigators begin to notice the faint hint of some awful smell hanging in the still air, as they progress forward, it grows in intensity. Successful Spot Hidden rolls reveal nothing, and a Listen roll **Cth** / a successful Notice test **Sav** will provide only the faintest sound of creaking, as if something wooden is gently swaying. Once they move forward, they will come to a wide, open passage with a disturbing tableau laid out before them: the unseemly bulk of some strange form, hanging from the ceiling, suspended by two ropes affixed to pitons that were hammered into the sloping, rocky walls.

Should the investigators draw closer to the motionless form, it can be discerned to be some eight feet (2.5m) in height, a broad barrel-shaped thing, conforming to no known terrestrial species. Its torso is riddled with bullet holes and deep gashes, and a long, remaining tongue of flesh hangs down from the bottom of the thing. On the floor below it among a dreadful puddle of viscous, dripping fluids lies a pile of what looks like offal; a mess of severed tentacles and broken, organic, stick-like structures. In the surrounding area are the signs of a makeshift camp; cigarette butts, empty German food packages, and human waste. A bottle of French champagne, still a quarter full, stands proudly atop a nearby rock.

The Keeper should require all who behold this ghastly scene to make Sanity rolls against a potential loss of 1/1D6 SAN **Cth** / Nausea tests with a -2 penalty **Sav**. Investigators who have been to Site 43 should recognise this as an elder thing similar to the one dissected in the upper floor of *Der Turm*, and anyone making a successful Idea roll **Cth** / Smarts test **Sav** remembers that these are identical those described by Admiral Byrd in their initial briefing aboard *Jeremiah*. A successful roll of the Cthulhu Mythos or Elder Thing Lore (see p.173) skills **Cth** / Knowledge (Mythos) or Knowledge (Elder Thing Lore) skills **Sav** will also reveal that this creature is indeed one of that enigmatic, ancient species.

A group of Nazis travelling from Site 43 to the Elder City captured a lone elder thing and had a "party" here, suspending it upside down for their amusement. After a difficult battle, these men were caught in a heady rush of adrenaline-fuelled anger, and torture was the avenue with which

they sated their thirst for violent reprisal. This creature, which injured and terrified them, served as an incredibly resilient subject for all manner of cruelty. All of the creature's appendages have been either severed or torn out. Some have been "played with" (breaking, twisting, or wrenching until disabled) and some have been burned. While this is an alien creature, which in itself might be viewed as monstrous, the callousness of its treatment at the hands of the Nazis is more dreadful still.

It will not be immediately apparent to the investigators, but the elder thing is not quite dead. If anyone draws near, the tongue-like tentacle (the only remaining part of its five-lobed head) will quiver towards the investigator, flicking viscous fluids in their direction. If the investigator fails a Luck roll **Cth** / draws a card of a black suit from the Action Deck (if he has the Luck Edge, he draws two cards and takes the best; if he has the Bad Luck Hindrance, he draws two cards and takes the worst) **Sav**, a little of this spray flies up their torso and across their face, unfortunately splashing into their open mouth as the investigator inadvertently gasps in surprise. Unless a CON×5 roll **Cth** / Vigor test **Sav** is successful, the investigator buckles over, vomiting profusely at the alkaline, bitter, and nauseating taste.

Taking the time to study the specimen (at least two hours) will allow the investigators to potentially increase the Elder Thing Lore skill by 1D3+1 points **Cth** / the Knowledge (Elder Thing Lore) skill by one die, taking into account the restrictions for improving this skill **Sav**. Any investigators that failed their Sanity roll **Cth** / Nausea test **Sav** on seeing the thing will not be able to bring themselves to study it further.

Episode 7: Stone Blocks

This section of the tunnel widens slightly, into an area choked with strange geologic formations that appear to be anything but. The rocks here are of a greenish hue and of a curious cuboid formation, making the investigators feel like a group of toy soldiers climbing through a pile of child's building blocks. Such regular geometry should not be found outside of manmade structures. Any investigator with ample skill in Geology or Natural History **Cth** / Knowledge (Science) **Sav** may find themselves wondering who could have fashioned these cyclopean blocks... and why? The area presents a bit of a riddle, as some of the blocks are clearly too large to pass through the tunnels ahead, and are stuck here like ships in bottles.

There are many sizes of block, ranging from four feet up to 30 feet on each side (1.2m up to 9m), and they are strewn haphazardly around the area, presenting an obstacle course of sorts. A successful Geology roll **Cth** / Knowledge (Science) roll **Sav** will reveal the rocks to be made of solid soapstone, indigenous to the region, but not to this particular strata of geological development. They are quite out of place here, adding to the mystery.

If the group is travelling across the blocks in haste and with less than abundant light, each member of the group must make either a Climb or Jump roll **Cth** / Climbing test **Sav** to gauge their progress through the area. Anyone who fails will suffer 1D3 Hit Points of damage **Cth** / suffer one level of Fatigue for Bumps and Bruises **Sav** as they slip or collide with the corner of one of the vast blocks.

If the group is travelling in haste with abundant light or at moderate speed with less than abundant light, each member of the group must succeed with either a Climb or Jump roll **Cth** / Climbing test **Sav**. Anyone who fumbles the roll **Cth** / gets a Critical Failure **Sav** will suffer 1D3 Hit Points of damage **Cth** / suffer one level of Fatigue for Bumps and Bruises **Sav**.

If the group is travelling cautiously, no rolls are required.

Episode 8: A Jagged Descent

The way ahead descends before the group in a broken mass of shattered stone. Many of the stalactites and stalagmites have been smashed, leaving sharp protrusions jutting into the investigators' path. Some of these fragments appear to be made of a substance akin to flint or volcanic glass; the edges are razor-

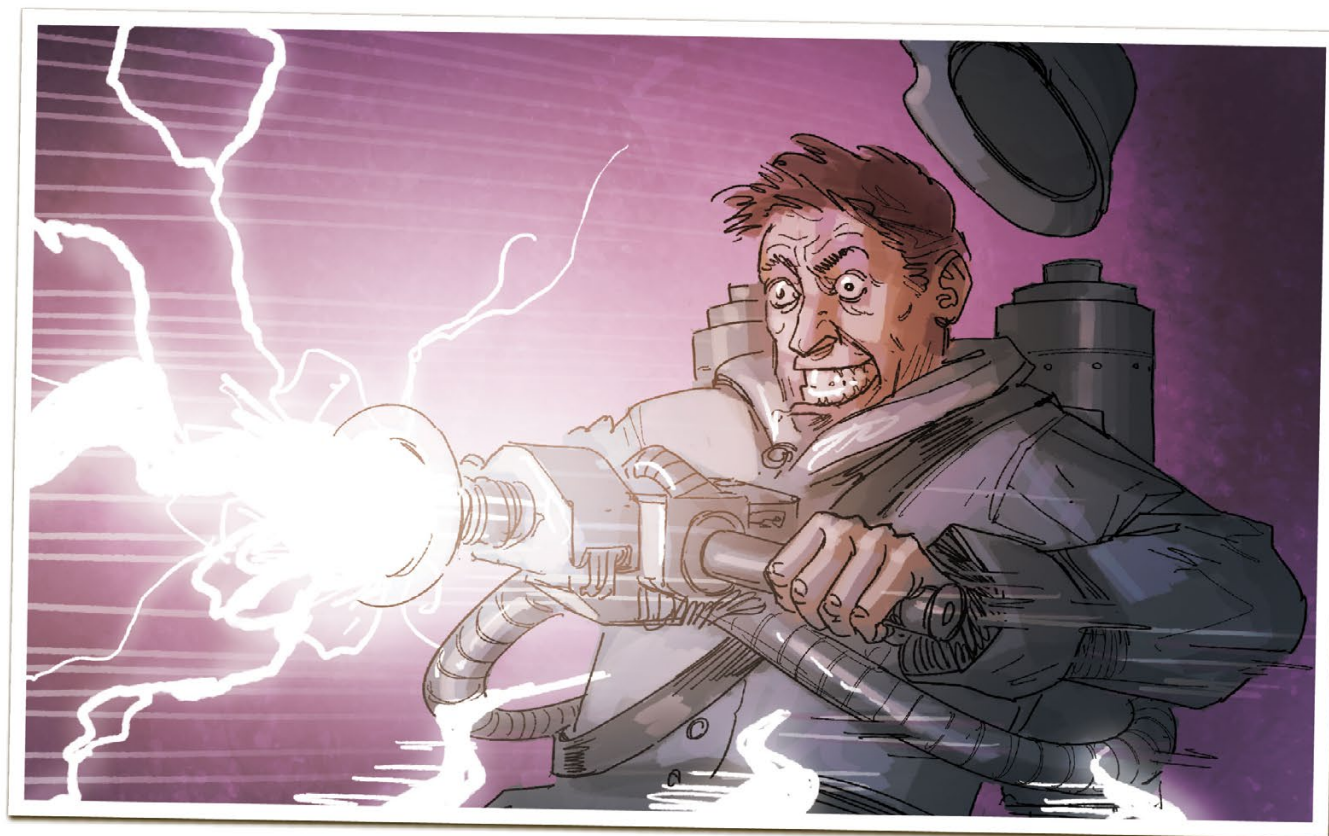
It will not be immediately apparent
to the investigators, but the
elder thing is not quite dead.

sharp. The Keeper should describe the investigators' progress through this area as if they are moving into the tooth-lined maw of some giant beast. In some places the descent is steep, demanding that the investigators climb down. As they do so, the sharp edges will snag at clothes and equipment.

If the group is travelling in haste, each member of the group must make a Climb roll **Cth** / Climbing test **Sav**. Anyone failing will find their clothing or pack slashed open and will suffer 1D3 Hit Points of damage **Cth** / suffer one level of Fatigue for Bumps and Bruises **Sav** as sharp blades of broken stalagmites slice through their clothing and into their flesh. Delays may be caused if investigators have to stop and patch clothing, bandage scratches, or gather spilled possessions.

If the group is travelling at moderate speed, each member of the group must make a Climb roll **Cth** / Climbing test. Anyone failing will find their clothing or pack slashed open, but will only suffer 1D3 Hit Points of damage **Cth** / suffer one level of Fatigue for Bumps and Bruises **Sav** if they fumble the roll **Cth** / obtain a Critical Failure **Sav**.

If travelling at cautious speed there is no risk of damage, but investigators will still find their clothing or packs slashed on a fumbled Climb roll **Cth** / Climbing test for which the result is a Critical Failure **Sav**.



Episode 9: Lost in Transition

While the group is making steady progress through a curiouslly-slanted section of tunnel, the Keeper should call for a Spot Hidden roll **Cth** / Notice test **S^{av}** from the group's leader(s). Success reveals something incongruous on the rocky floor of the tunnel: a small scrap of charred paper and tobacco, the discarded end of a hand-rolled cigarette. It is still fresh and fragrant, having apparently been dropped within the hour.

A successful Track roll **Cth** / Tracking test **S^{av}** will reveal the tracks of a small squad of men — perhaps four in number — wearing heavy boots. The tracks lead to a branch in the tunnel, and veer off to the left. Checking compasses and/or maps, the investigators will find that the more direct route to the Elder City is along the right-hand passage.

Which way will the investigators go?

Unbeknownst to the investigators, their path has converged with that of a squad of Nazi soldiers *en route* from the Elder Tower to the Black Sun base in the Elder City, transporting an important find: a mi-go electric gun. This weapon was intended for use by the Black Sun leadership there, with a specially-made case to keep it safe, but that has been forgotten. The Nazis encountered something horrible on the way to the Elder City and all were driven insane.

Exactly what the Nazis beheld is up to the Keeper's discretion, but if it becomes relevant it could be something altogether different from a shoggoth or elder thing, perhaps a vast pit containing a bubbling pool of unclean matter — a spawn of Abthoth (mentioned on p.182 of *Call of Cthulhu*,

Sixth Edition, and described on p.18 of *Terrors of the Secret War*). There is no reason, however, for the investigators to encounter this site, unless they choose to travel days out of the way, losing Journey Points as they backtrack along the Nazis' course.

All of the soldiers suffer from indefinable insanity, their paranoid fantasies colluding to create the notion of a safe haven within the Elder Tunnels, a concealed German base in a vast underground cavern called "Agartha", an antechamber allowing them access into *die hohle Erde* (the hollow Earth). The Nazis have picked up this notion from stories popularised by several contemporary German theorists and embraced by the Nazi leadership, and are certain that Black Sun has found such a place that will offer refuge for them. However, this place exists only in their shared fantasy. Their supplies are dwindling and they are increasingly deranged and desperate, realising that time is running out for them. These men have gone days without sleep, kept awake by amphetamines (provided as standard issue for German troops in combat zones), and the resulting drugged state, combined with fatigue, has intensified their paranoia.

The wielder of the mi-go electric gun has declared himself the squad's leader, and the others accept his domination out of fear he will turn the strange and powerful weapon on them. The squad has already killed three of their original number to reduce the demand on their meagre rations of food and battery use, and will almost definitely resort to cannibalism once the food is gone.

Common Phobias in the Elder Tunnels

Human beings tend to enjoy spending time in daylight and open air; two things denied anyone taking a lengthy journey in the Elder Tunnels. Although the light and open spaces of the surface of Antarctica come with their own host of issues, some of which can cause minor psychological quirks and maladies, they are preferable to the effects of being underground for a prolonged period. Though some people may feel right at home in the comforting darkness of a shuttered room, or a tranquil forest at midnight, these environments bear no comparison to being deep underground in a cold, tightly-confined space for days on end.

Certain phobias are likely to be relevant and should be emphasised while in the tunnels, and these common fears may be utilised by the Keeper when describing the environment. Below is a selection of phobias that may become even more difficult for any investigator already suffering from them, or can be the obvious choices should an investigator be driven insane while in the tunnels. These may manifest while in the tunnels themselves (even helping with survival), or in the time after the investigators are free of their confines.

- **Acrophobia (Fear of Heights):** Although the tunnels are all underground, there are steep climbs and precipitous drops, and sometimes vertical descents into black pits are the only way forward. Such conditions are nerve-racking in full light and under non-stressful conditions, and in the nightmarish desolation of the Elder Tunnels, this is an obvious phobia for an investigator to develop.
- **Claustrophobia (Fear of Enclosed Spaces):** There will be times when investigators will need to crawl through narrow spaces on their bellies, conscious of the hundreds of yards/metres of solid rock above them, pushing downward, inexorably waiting to trap them forever in the cold dark.

- **Frigophobia (Fear of Cold):** A natural phobia for anyone so traumatised in Antarctica, this can manifest in a desire to excessively cocoon oneself against the cold, even to an impractical degree. It can manifest even when the investigator is fully protected against the cold, and may be difficult to notice due to the resemblance to traditional survival practices.
- **Nyctophobia (Fear of Darkness):** Without some kind of light source, the darkness in the Elder Tunnels is absolute; a darkness that few humans will ever experience, outside of unique situations or in fleeting moments. The dark becomes almost a tangible force, with a presence that presses in, causing panic and disorientation. After some time spent in this total darkness, an investigator may begin to see colours or shapes, but these are no more than sensory reactions to the deprivation of light. The pitch darkness, however, is still there.
- **Taphephobia (Fear of Being Buried Alive):** In the endless warren of the Elder Tunnels, despite their antiquity, it is all-too-easy to imagine the ceiling caving in, perhaps as a natural activity or the response to investigator agitation. At any moment, rocks could fall, and an investigator might find themselves trapped in a dark grave. The Keeper may evoke this with slight rumblings from time to time, and calling attention to other cave-ins that have occurred over the millennia.

Note that these are not the only phobias or psychological conditions the investigators might develop based on their experiences in the Elder Tunnels, but they are the most common that might develop from battling the environment itself.

*Tunnels like worms through
decaying wood: this whole
continent is rotten to its core!*

—Capt. Harris

THE RIGHT-HAND PATH

If the investigators choose to continue along the right-hand tunnel, they will not encounter this squad of Nazis, and may continue on safely until another Episode is rolled. The Nazis will continue on their way, likely perishing in the tunnels, and will not trouble the investigators, unless the Keeper wishes to introduce them later in the Elder Tunnels or somewhere in the Elder City.

THE LEFT-HAND PATH

If the investigators choose the left-hand tunnel, they may wish to adjust their rate of movement and their use of light, in order to advance without detection. If they are using abundant light, the renegade Nazis will automatically see them coming and will react accordingly once the investigators are revealed to be Allied forces.

Cth If the investigators are moving in haste, the Keeper should ask all members of the group to make Sneak rolls. If any of these rolls fail, the Nazis can make Listen rolls. Success indicates that they will hear the investigators coming. If any of the Sneak rolls were fumbled, the Nazis will automatically hear the investigator group and prepare an ambush.

Sav If the investigators are moving in haste, have all members of the group make Stealth rolls, pick the lowest result, and make an opposed Notice roll for the Nazis. Success indicates that the Nazis hear the investigators coming. If any of the Stealth rolls were Critical Failures, the Nazis will automatically hear the investigator group and prepare an ambush.

If the investigators are moving at a moderate speed, they will catch up with the Germans after about half an hour. If the investigators travel cautiously it will take longer to catch up with them, but to find their exact location a member of the investigator group must make a successful Track roll **Cth** / Tracking test **Sav**. If the Track roll **Cth** / Tracking test **Sav** is a failure, the trail is lost. If the roll is successful, the group come upon the Nazis at the end of that day, catching them unawares or blundering into an ambush, depending on whether the investigators are moving stealthily or simply trying to find them.

The Keeper should use the statistic block for the German Infantry Soldier (Regular) on p.32 of the KG for these soldiers. Their self-appointed leader is wielding the mi-go electric projector, having abandoned its protective case.

Cth This weapon is described on p.178 of *Call of Cthulhu, Sixth Edition*, but differs in that it has been augmented with a pistol grip and a framework, allowing the wielder to use it in a fashion similar to a pistol, with no Electrical Repair rolls required to activate it. Because of this, the soldier has an effective 25% skill with the device, and it is more reliable, activating whenever it is used rather than on a roll of 1–2 on 1D6. However, it has become faulty from his clumsy adjustment of its inner workings, and will explode on a roll of 90 or over, delivering damage equal to that of a hand grenade (4D6/4 yards/metres).

Sav This weapon looks like a warty, door-knob-sized lump of black metal covered in tiny wires, but has been augmented with a pistol grip and a framework. It does 2d6+1 touch damage. Anyone who receives damage from this weapon must make a Vigor test. With a failure, the victim is immobilized for 2d6 rounds. Should the user roll a Critical Failure, the device explodes for 2d6 damage in a Large Burst Template.

These soldiers are hardly reliable sources of information, and it is extremely unlikely that any of them will cooperate with any interrogation should they be incapacitated. Any attempts to interrogate these men (whether using Fast Talk, Persuade **Cth** / Persuasion, Intimidation **Sav**, or more physical coercion) will be *Difficult* or outright impossible **Cth** / will

receive a –2 penalty or more **Sav**, depending on circumstances. In the off-chance one or more of them talks, they will be able to provide some general information about Site 43, and have a map (4-point value) that they have gone increasingly off-course from. The soldier armed with the mi-go gun knows that Black Sun is in the Elder City and that they are building machinery to perform some incredible task, but he is ignorant of the specifics. Given the chance to escape, any of them will run off into the Elder Tunnels, or if they are able to commandeer a weapon, they will use it on themselves.

Episode 10: Come Tumbling Down

The investigators have reached an area where the way ahead is narrow and treacherous, the rocky walls leaning in ominously overhead. As they move forward, the all-encompassing stillness is broken with an occasional sharp crack from high above, with the ground also shuttering subtly, but still easily felt through the thickest boot-soles. As this happens, a sprinkle of grit rains down from on high, dusting heads and shoulders. Though the silence has been almost maddening, this ominous, staccato announcement is much less welcome than the quiet.

The group has entered a region of the tunnels that is extremely unstable, and even the slight influence of their presence has shifted the balance enough to inspire a cave-in.

The Keeper should ask for a Luck roll from the investigator with the lowest POW in the group **Cth** / draw a card from the Action Deck **Sav**. If the Luck roll is successful **Cth** / if the card is of a red suit **Sav**, the rockfall is only a minor one. If the Luck roll fails **Cth** / if the card is of a black suit **Sav**, a heavy rockfall will occur.

LIGHT ROCKFALL

In the case of a light rockfall, the Keeper should ask each investigator to make a Luck roll **Cth** / draw a card from the Action Deck. If the investigator has the Luck Edge, he may draw two cards and act on the best. If the investigator has the Bad Luck Hindrance, he must draw two cards and act on the worst **Sav** with the Keeper rolling for any NPCs. If the Luck roll succeeds **Cth** / if the card is of a red suit **Sav**, the investigator is free and clear of the rockfall. If the Luck roll is a failure **Cth** / if the card is of a black suit **Sav**, the investigator is directly beneath a number of falling rocks. A successful Dodge roll **Cth** / Agility test **Sav** will let the investigator avoid the rock, otherwise they will suffer 1D3 Hit Points of damage **Cth** / 1d6 points of damage **Sav**. A fumble **Cth** / Critical failure **Sav** indicates the investigator takes 3D6 Hit Points **Cth** / 3d6 points **Sav** in damage from the debris.

HEAVY ROCKFALL

If a heavy rockfall occurs, it will block the passage, which may split the group. First, the Keeper should ask the players

to declare exactly what order their investigators are marching in (including any NPCs), and should consult the group's movement speed to determine what happens:

- **Cautious:** If a heavy rockfall is triggered while the group is travelling cautiously, it will occur at the point where the investigator with the lowest Luck score is **Cth** / have each investigator draw a card from the Action Deck. If the investigator has the Luck Edge, he may draw two cards and act on the best. If the investigator has the Bad Luck Hindrance, he must draw two cards and act on the worst. The rockfall occurs at the point where the investigator with the lowest card (considering suit order as per the *Savage Worlds* rules) is located **Sav**. The investigator must make an instant decision to continue forward or go backward; this will determine which side of the blockage he or she is on when the rockfall is over. The Keeper should decide for any NPCs or roll 1D6, with 1–3—forward, 4–6—backward.
- **Moderate:** If the group is travelling at moderate speed, the Keeper should ask each investigator for a DEX×5 roll **Cth** / an Agility test **Sav**, beginning with the leader. If the DEX×5 roll **Cth** / Agility test **Sav** is successful, that investigator has passed the location of the rockfall when it happens. The Keeper should then skip the next person in the group and ask each alternate investigator to make a DEX×5 roll **Cth** / Agility test **Sav** (thus, asking the 1st, 3rd, 5th, etc. in line). If everyone succeeds in their DEX×5 roll **Cth** / Agility test **Sav**, the whole group is past the blockage and remain united. If anyone fails this roll, the Keeper should consult A Divided Party below.
- **Hastily:** If the group is travelling in haste, the Keeper should ask the foremost leader for a DEX×5 roll **Cth** / Agility test **Sav**. If the DEX×5 roll **Cth** / Agility test **Sav** is successful, that investigator has passed the location of the rockfall when it happens. The Keeper should then ask every third person in the group to make a DEX×5 roll **Cth** / Agility test **Sav** (thus, the 1st, 4th, 7th, etc. in line), rolling for any NPCs. If everyone succeeds with their DEX×5 roll **Cth** / Agility test **Sav**, the whole group is past the blockage and may continue. If anyone fails this roll, the Keeper should consult A Divided Party below.

A DIVIDED PARTY

If any investigator fails the roll while experiencing a heavy rockfall, the one who botched the roll and those on either side of that individual must each make a Dodge roll **Cth** / Agility test **Sav**. Success means that they get clear of any debris, while failure indicates that the investigator suffers 1D3 Hit Points of damage **Cth** / 1d6 points of damage **Sav** from falling rocks. A fumble **Cth** / Critical failure **Sav** indicates that the investigator takes 3D6 Hit Points **Cth** / 3d6 points **Sav** in damage from the debris.

More importantly, the tunnel is now blocked, and the group may be divided.

After the dust settles, it is impossible for the investigators to see or hear their allies on the other side of the cave-in. At best, a successful Listen roll **Cth** / Notice test **Sav** will allow an investigator to hear a faint, though muffled shout. The Keeper should ask each group to discuss their plans separately (perhaps even separating the players while a decision is reached), to simulate the broken line of communication. Without coordinated plans, the group may be even more in disarray, with one group deciding to turn back in search of an alternate route, while the other attempts to clear the passage, only to eventually find the first group has scarpered.

A working radio or walkie-talkie may circumvent this problem, however, and investigators able to send Morse code may communicate with one another by tapping stones or picks against the rocks, which will resonate and transmit the message through far clearer than any voice. In this case, the Keeper should ask any investigators to make a successful Cryptography roll at double the normal skill chance **Cth** / Knowledge (Cryptography) test with a +2 bonus **Sav**. Success means that the message is transmitted, while failure indicates it is unclear or misleading.

CLEARING THE PASSAGE

The passage is narrow, and any efforts to clear the rockfall will be slow and difficult. Because of this, only one person may take the lead on clearing the passage, passing rubble back along the line in a human chain until it is out of the way.

The amount of rocks obstructing the investigators, keeping them from being able to move through is equivalent to SIZ 40 **Cth** / equivalent to eight “points” of rocks **Sav**. For every four hours of work, the investigator working at clearing the obstruction can attempt a roll of STR×5 **Cth** / Strength test **Sav**. The work is hard and tiring; each investigator may only make two such rolls per day, though investigators on the other side of the obstruction can also attempt to match this effort, with the same chance for results.

Success means that the passage is cleared of a SIZ in rocks equal to 1D6 plus the investigator's damage bonus. Failure means that the number is halved. **Cth** / Each success and raise on the roll removes one “point” of rocks **Sav**. Communication between the groups on either side of the blockage is possible after one successful STR×5 roll **Cth** / Strength test **Sav** has allowed them to clear some of the rocks away. Once the total amount of rocks moved is equal to the SIZ 40 **Cth** / eight “points” of rocks **Sav**, the investigators can squeeze through and continue on their way. Using explosives to facilitate this is an incredibly bad idea, and any successful roll of Geology **Cth** / Knowledge (Science) **Sav** will determine that it could result in a catastrophic cave-in, with widespread damage as the shock of the explosion travels through the rock and ice surrounding the group.

Episode 11: Slip-Sliding Away

As the investigators progress through this especially chaotic and varied portion of the Elder Tunnels, the Keeper should suggest that they have lost their sense of location, and that any sensation of where they begin has long since faded. These are unlike any caverns or caves the investigators may have experienced before, or even imagined: this is not a simple tunnel such as one might see in conventional mines. Such a passage would be easy; rising, falling, dividing at times, perhaps opening up, or narrowing here and there. Instead, the area they traverse at this point has more in common with a pile of broken shards and rocks all piled higgledy-piggledy with no sense of scale or direction, with ceilings sloping down to claustrophobic closeness in places. Everything feels random and yet still and ageless.

This portion of the tunnels is free from ice, and entirely comprised of black basalt; dark and dull, almost sullen when light shines on it, but in the midst of this jumble is an area that is somehow unfrozen and still fluid! From some place far above the investigators, water is slowing dripping from the ceiling, leaving the rocks slippery, glistening, and extremely treacherous to walk upon. Crossing this area is like picking one's way along a rocky, seaweed-slick shore when the tide is out.

- If the group is travelling in haste with less than abundant light, the leaders of the group must each make a Spot Hidden roll **Cth** / Notice test **Sav** to see this hazard in time. If all fail the roll, each leader must attempt a DEX×2 roll **Cth** / Agility test with a -2 penalty **Sav**. If they are wearing crampons or other climbing equipment, or are roped together, the roll is raised to DEX×4 **Cth** / Agility test with a -1 penalty **Sav**. Failure means that the investigator falls (see below).
- If the group is travelling at a cautious rate, they only suffer an injury if they fumble a roll of DEX×5 **Cth** / get a Critical Failure on an Agility test **Sav**. Any other result allows them to pick their way through the slick rocks without incident. Failing the roll results in a fall, described below.

Once alerted to the hazard, each member of the group must make a DEX×5 roll **Cth** / an Agility test **Sav** to cross the area safely. Any who fail suffer 1D3 Hit Points of damage **Cth** / receive one level of Fatigue for Bumps and Bruises **Sav** as they slip and fall onto the hard rocks. Not a far enough fall to kill, but definitely enough to bruise or even break a bone.



Episode 12: The Sump

The temperature rises as the investigators venture into the caves. It is still very cold, but in places they can clearly hear the sound of dripping water. In short order, they climb into a low-ceilinged, twisted cavern, filled with all shapes and sizes of stalactites and stalagmites, sometimes meeting in the middle and forming columns of glistening stone. In a different time, or another part of the world, this would be a place of wonder. Small pools of water collect in hollows in the rock, an all-too-rare sight. Perhaps some minerals in the water are working against the freezing process, or perhaps the temperature is elevated by geothermal warming. Investigators making a successful Geology or Natural History roll **C_{th}** / Knowledge (Science) test **S_{av}** will recall that Mount Erebus, on Ross Island off the Antarctic coast, shows sure signs of volcanic activity, and may not be unique. The rocky, stalactite-spiked floor rapidly gives way to a pool, creating a water-filled depression (better known as a sump), spanning at least 100 yards/metres. Across from the sump, off in the distance through the forest of stone protrusions, the dark outline of another tunnel mouth beckons, a likely exit from this cavern and the inevitable path forward.

Fortunately, the cave mouth is indeed an exit—a dry one—and will allow the investigators a brief respite...

The group will have to stop here, regardless of their rate of travel or their use of light. The only way forward is to cross the pool, and the only alternative is to turn back, removing any benefits from that day's travel (earning no Journey Points whatsoever).

The floor of the cave dips through the sump, leaving a clear space of 1 yard/metre between the surface of the water and the ceiling of the cave. If a person walks through the sump, they will find the water would be about four feet deep (1.2m), somewhere around waist to chest high for an average person. This will allow a traveller to carry their pack and dry clothes above the water.

Due to the rough and extremely uneven ground beneath the water's surface, walking through the sump requires a successful roll of each investigator's DEX×5 **C_{th}** / Agility **S_{av}**.

- If the roll is successful, the investigator is surefooted and gets through in a few rounds. Once on the other side, the investigator should make roll of CON×5 **C_{th}** / Vigor test **S_{av}**. If this second roll is a failure, the investigator loses 1 Hit Point due to the cold **C_{th}** / receives a level of Fatigue due to cold **S_{av}**.
- If the DEX×5 roll **C_{th}** / Agility test **S_{av}** fails, the investigator takes a bit longer to find flat or stable places to put their feet, and begins to shiver from the cold. They should make a CON×5 roll **C_{th}** / Vigor test **S_{av}**. If this

roll is unsuccessful, the investigator loses 1D3 Hit Points **C_{th}** / receives a level of Fatigue **S_{av}** due to the cold, but will lose no more, provided they are able to dry off and don dry clothing.

- If the DEX×5 roll **C_{th}** / Agility test **S_{av}** is fumbled **C_{th}** / is a Critical Failure **S_{av}**, the investigator slips and falls into the water, drenching themselves and anything they are carrying. The investigator should make a CON×5 roll **C_{th}** / Vigor test **S_{av}**. Unless they score a critical success (01 for CON 10 or under, 01–02 for CON 11+) **C_{th}** / Unless they score a Raise **S_{av}**, the investigator loses 1D4 Hit Points **C_{th}** / receives a level of Fatigue **S_{av}** from the intense cold, but will suffer no more Hit Point loss, provided they are able to dry off and don dry clothing.

An investigator who is unable to dry off and change into dry clothing immediately after being submerged must make a subsequent CON×5 roll **C_{th}** / Vigor test **S_{av}** within an hour. Success means no Hit Points are lost **C_{th}** / nothing happens **S_{av}**, while failure indicates 1 more Hit Point is suffered from the freezing misery **C_{th}** / the investigator gains another level of Fatigue due to Cold **S_{av}**. If the roll is a fumble, the investigator loses 1D3 Hit Points **C_{th}** / If the roll is a Critical Failure no additional effect occurs **S_{av}**.

Fortunately, the cave mouth is indeed an exit—a dry one—and will allow the investigators a brief respite before continuing onward through the Elder Tunnels.

Episode 13: When Shoggoths Attack!

In this particularly chaotic and jumbled region of the Elder Tunnels, there are several places where everyone must crawl through junctures each pitched at different angles; some higher, some lower. Sometimes the investigators must drop through holes in the cavern floor, whilst at other times scaling upwards is required to advance. The way forward feels occasionally as if it were an unending series of narrow openings through which they must pass, entering into open spaces of all dimensions. Sometimes there is barely enough room for the group to move through single-file, and at other times they are forced into close quarters. At those times, the sounds made by the group become dominant: laboured breathing and the muffled rasp of fabric against rock as the group-members try in vain to find a moment's comfort (or less discomfort!).

As the investigators will soon discover, the section of tunnels they are about to move through is the resting place of a long-dormant shoggoth, lost in the tunnels millions of years ago and now slightly overgrown with limestone deposits and a thin crust of ice. The horrible creature has lain in a bend in the cave for millennia, in a state of deep sleep akin to hibernation.

If the investigators are moving cautiously or moderately, or are using abundant or even moderate light, the leader

will spot a strange globular formation protruding unnaturally from one section of the limestone wall ahead. To the uninitiated, it might appear to be a pile of cold lava or even volcanic glass. A successful Geology roll **Cth** / Knowledge (Science) test **Sav** will immediately alert the investigators to the fact that this is not a natural formation. If any investigators succeed in a Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav**, they will recognise the ghastly being for what it is: a shoggoth, an ancient creation of the elder things and their most dire enemy. Any investigators who were aboard *Jeremiah* and witnessed the transformation of Gerhard Eminger (p.62) or saw the ghastly proto-shoggoth unleashed against the bergship (p.68) may make an Idea roll **Cth** / Smarts test **Sav**. Success indicates that they see how this grotesque, misshapen lump on the cave wall has elements in common with those earlier, related beings.

The Keeper should ask the investigators to each make a Sanity roll with a potential loss of 1D6/1D20 SAN points, halved due to the dormant state (rounded up). The Keeper should take note of the amount of SAN lost before reducing it by half. If (or when) the investigators see the creature in an active state, they will suffer the remainder of the SAN point loss initially rolled (keeping in mind the amount actually rolled, so that no additional points are lost due to rounding) **Cth** / make a Nausea test with a -1 penalty. If (or when) the investigators see the creature in an active state, they must make an additional Horror test **Sav**.

Unfortunately, the tunnel narrows right at the place where the creature has come to rest, and to get past will require each of the investigators to move by it, single-file, coming within a hands-breadth of the creature's mottled surface. Fortunately, there is a chance that the shoggoth will not be woken by the investigators as they pass by. If they seek to avoid the thing, the Keeper should ask every member of the group to make a Sneak roll **Cth** / Stealth test **Sav**. If anyone fails this roll, they make a noise that disturbs the shoggoth's slumber. Likewise, drawing too close to the shoggoth or touching it outright will awaken it (as well as attacking it or attempting to dislodge it).

On the round after the shoggoth awakens, the thin layer of ice and limestone covering the thing begins to crack and slough off. On the second round, an eye appears on the glassy black surface, and small iridescent bubbles rise through it, bursting with watery popping sounds, each releasing an odour that is as vile as rancid death. On the third round, the thing begins to move. Slowly rising up, stretching, and limbering. It will move towards the nearest investigator on the fourth round. If any investigators are still around by this point, it will attack.

Shoggoths are described on p.173 of *Call of Cthulhu, Sixth Edition* **Cth** / on KG, p.173 **Sav**. If needed, the Keeper should assume that it has Listen, Spot Hidden, and Track skills of 25% **Cth** / a Tracking skill of d4, and a Notice skill of d10 **Sav**.

The monstrous blob, having only just awoken from a long hibernation and still in a semi-frozen state, will be slower than normal. As such, any of its attack skills are considered *Difficult* **Cth** / receive a -2 penalty **Sav** and its movement rate is halved. Despite this, the creature's mental faculties are unimpaired, and it will be able to detect and reason as normal. Also, once it has consumed an investigator, it will rest and digest for a few minutes unless it is attacked further. If they seize the opportunity, the remainder of the group could escape whilst it rests.

If the entire group successfully sneaks past, the Keeper should allow this Episode to be used again if a result of 13 is rolled, though describing it differently enough to indicate that it is indeed a different slumbering shoggoth. If the investigators awaken the shoggoth and remain long enough for it to detect them before they flee, it will pursue them relentlessly through the tunnels until it is destroyed or they are all devoured. If the investigators can successfully avoid the creature for at least 10 rounds of constant movement, it will not be able to find them, and will return to its prior dormant state.

Episode 14: The Lake

The investigators will realise at this point that they must have descended deep into the Earth. The ambient temperature has risen somewhat, and the more astute among them will note an increase in humidity. They enter a huge, shallow cavern whose outer walls stretch almost as far as light can penetrate, and ahead of them lies a vast flat, dark surface, dominating most of the ground space: A subterranean lake! Above this still, black mirror lies a layer of mist, obscuring all but the 20 feet (6m) of water closest to the investigators.

Suddenly, a strange sound echoes around the vast space. A sad, lonely sound. As the investigators look around, they will quickly spot the source of the noise; a form some seven feet (2m) in height, standing upright and ambling along the shore of the lake, heading towards them. There is something familiar about it, and as light plays across it, the telltale signs of a beak, useless stubby wings, and webbed and clawed feet become distinct.

The thing appears to be a giant albino penguin, harmless though of an ungainly size, but in this case, appearances are deceiving. The creature is actually a diminutive shoggoth that long ago took to imitating the giant albino penguins that live deep under the elder city, infiltrating their colonies and striking, assuming a semblance of its true form in order to devour them. It sees the investigators as an interesting new form of prey, though different, and will attempt a variation on its normal hunting tactic.

It will approach the investigators, making its strange cawing sound. If the group gets close enough, the thing will throw its head up and call. As it does so, a second head appears on its body, then a third head... though this time one resembling that of a human. It then stretches and rises,

in a disturbingly humanoid fashion, before it bends over again, collapsing into a ball formed of contorted limbs and heads and protuberances, with eyes opening all across its body... now a mix of sleek, white, feathered penguin aspects and pale skin like that of a human. It begins to creep towards the investigators, and when it arrives at their location, it will expand once more to reform as a penguin and attack!

If the investigators dwell in this area for too long, they may hear distant replies to the shoggoth-penguin's call. Whether these are actual penguins or more penguin-shoggoths is up to the Keeper to decide!

SHOGGOTH-PENGUIN

As noted prior, the creature is an especially small shoggoth that has taken to imitating the form of the giant albino penguin. Aside from its diminished characteristics, it otherwise behaves as a regular shoggoth.

Cth STR 15 DEX 5 INT 5 CON 30
SIZ 14 POW 10
SAN n/a Hit Points: 22

Damage Bonus: +1D4; **Move:** 6 (waddling) / 10 (rolling).

Weapons: Crush 70%, damage is db.

Armour: none, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms do only 1 Hit Point of damage, impaling or not; (3) a regenerates 2 Hit Points per round.

Spells: none.

Sanity Loss: 1D3/1D10 Sanity points to see the shoggoth-penguin.

Sav

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d10.

Skills: Fighting d10, Notice d8.

Pace: 10; **Parry:** 8; **Toughness:** 9.

Special Abilities

- **Amphibious:** A shoggoth-penguin has a swimming pace of 12".
- **Immunities:** Firearms, electrical attacks, and fire only do half damage.
- **Otherworldly:** The alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Regeneration:** A shoggoth-penguin makes a Vigor roll every round. Each success and raise removes one wound.
- **Seep:** A shoggoth-penguin can squeeze through any porous material as if it was Difficult Ground.
- **Size (+2):** The shoggoth-penguin is not as large as a typical shoggoth.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A

shoggoth-penguin can create any number of tentacles a round. They each have a Reach of 3, but only up to four can attack the same target at any one time. They gain a Gang Up bonus if more than one does attack the same target.

- **Terror:** Those who see a shoggoth-penguin must make a Spirit test or roll on the Terror Effects Table (p.182). Even those who succeed at their Spirit roll still gain 1 point of Dementia.

Episode 15: Shoggoth Aftermath

As the investigator group enters this area, they notice an acrid, terrible stench permeating the air, an ammoniac astringency that causes the eyes to water. Empty shell casings litter the ground. Here and there a bloody smear or dark handprint is pressed upon the rocky walls. The passageway ahead shows signs of battle and carnage. Rocks and passage walls are pocked and eaten away as if by strong acid. Here and there, small pools of a viscous black liquid have collected in some of the rock depressions. The small pools bubble gently and seem to move a little if any of the investigators come near.

The thing appears to be a giant albino penguin, harmless though of an ungainly size, but in this case, appearances are deceiving.

At the epicentre of the battle scene, numerous piles of half-digested human body parts can be made out, clad in ragged strips of clothing to make it clear that these were once men. Some of these parts are so badly distorted that it is now hard to tell which part of the body the investigators are looking at. The investigators' eyes are inadvertently drawn to the pieces, as if trying to solve the macabre jigsaw puzzle. Ragged, gelatinous strips of matter shimmer with unpleasant radiance, scattered wide across the space, and black ichor runs down the cavern walls in thin rivulets, slowly dripping from the ceiling like molasses.

The stench of death is overpowering here, due to the smell of the dead shoggoth and the half-dissolved human bodies that it held. Any investigators encountering this scene should make a Sanity roll (SAN loss 1/1D6) **Cth** / a Nausea test with a -2 penalty **Sav**. A successful Track roll **Cth** / Tracking roll **Sav** will reveal that this was a squad of eight men, accompanied by someone smaller (a woman or a smallish man). They lingered, and were suddenly attacked. Tracks lead from this place away in a number of directions, but all but one of them end abruptly, as if the shoggoth caught and engulfed them, bringing them back to this place to disgorge their remains. Unfortunately for the creature, in the last

fleeting moments of his life, the last of these men was able to yank the pull-cords on all the grenades on his belt, detonating them from inside the shoggoth. The results were fatal to both, and created this spectacularly awful scene of carnage.

Tracks from the Nazi soldiers who survived briefly before being caught by the shoggoths, still lead away from the room. Investigators attempting to follow the tracks must make three successful Track rolls in succession, with each attempt taking at least four hours **Cth** / a Tracking roll with a -2 penalty, representing 12 hours of time **Sav**. Failing these rolls risks the group becoming lost (see p.205). Success places the investigators back at Episode 3 (p.217, with Amata Doyle, the sole survivor of the shoggoth attack. If she is with the investigators, she will recognise this as the place her Nazi “allies” met their gruesome end.

Any investigator examining the ghastly smears and clots of viscera will find fragments of Nazi equipment, all of it ruined, including buttons displaying the swastika and other Nazi iconography. Shreds of a map are visible and, if enough blood-stained remains are pieced together, identify a location labelled as the “Ältere Stadt”... translating to “Elder City”.

Episode 16: Crystals

The investigators reach an enormous ovoid chamber, shallow-roofed and wide, with stalactites and stalagmites pointing down at the floor and up to the ceiling, respectively. As they enter the chamber itself, they notice that lights shone on the stalactites cause them to glitter. In other circumstances this might be a most enchanting vision. Jutting here and there from among the rocks are fist-sized crystalline structures, the

regular faces of which reflect flashes of torchlight. When the investigators look further ahead, the crystals appear to be ever-increasing in size. Progressing into the chamber, the investigators find themselves amidst crystals that stand taller than a man; huge milky white crystals like ice that appear as if they were fashioned with a machinelike-precision, crossing the chamber and making it impossible to progress unless the crystals themselves are used as bridges.

A successful roll of Geology or Natural History **Cth** / Knowledge (Science) test **Sav** will reveal that these crystals are not especially unnatural, though they are not common to Antarctica, or at least are heretofore undiscovered, and this chamber, though breathtaking, is quite similar to many other such crystalline structures found underground in other parts of the world.

The crystal structures are vast but delicate, like giant snow crystals. The weight of a human can cause an imbalance that can topple a mighty crystal, so precarious are their placements. In places, these crystals are unbalanced, and a climber can upset a delicate stasis that has withstood millennia of geologic disruptions. The Keeper should ask each member of the group to make a DEX×5 roll **Cth** / an Agility test **Sav**, consulting Table 13: Crystal Movement (below) for the result, comparing the rate of movement.

If the investigators accidentally dislodge one of these massive crystals, the Keeper should roll 2D4×3 yards/metres to determine the size of the crystal that is initially affected. When a crystal falls, the Keeper should select 1D3 investigators to be potential targets, choosing randomly or selecting them based on the order in which they entered the chamber. Each investigator must attempt a Dodge roll **Cth**

Table 13: Crystal Movement

Rate of Travel	DEX Roll Outcome	Result
Cautious	Critical/Success/Failure Cth Anything but a Critical Failure Sav	The investigators successfully manoeuvre through the area with no mishaps.
	Fumble Cth / Critical Failure Sav	Investigators dislodge a crystal (see below).
Moderate	Critical/Success Cth Success and/or Raise Sav	The investigators successfully manoeuvre through the area with no mishaps.
	Failure/Fumble Cth Failure Sav	Investigators dislodge a crystal (see below).
Hasty	Critical Cth One or more Raises Sav	The investigators successfully manoeuvre through the area with no mishaps.
	Success/Failure/Fumble Cth Anything but a Raise Sav	Investigators dislodge a crystal (see below).

/ an Agility test **Sav** to avoid being hit by shards of crystal. Anyone who is struck takes 1D4 Hit Points of damage **Cth** / 2d6 damage **Sav**.

Any investigator who fumbled the Dodge roll **Cth** / obtained a Critical Failure on their Agility test **Sav** takes maximum damage and is trapped by a massive crystal the size of a girder. It will take time to free the trapped investigator, requiring a resistance roll of the investigators' combined STR scores against the crystal beam's SIZ 25 **Cth** / a cooperative Strength test with a -4 penalty **Sav**. Attempting to destroy the crystal comes with its own dangers, causing another 1D6 points of damage **Cth** / 2d6 points of damage **Sav** to the investigator (there is no avoiding this) and another 1D3 points **Cth** / an extra 1d6 **Sav** if the investigator does not succeed in a *Difficult* Dodge roll **Cth** / an Agility test with a -2 penalty **Sav**. If the investigator cannot be freed, amputation or abandonment may be the only options. The Keeper may call for a last-ditch *Difficult* Luck roll **Cth** / ask the investigator to draw an Action Card, with a face result indicating success **Sav**, with success indicating that the investigator can desperately wriggle free, though some item of the Keeper's choosing from among their possessions is smashed, crushed, or otherwise irretrievable.

As noted in the section titled Others in the Elder Tunnels on p.214, the Keeper may choose to introduce, before or after this area, one or more *Kristallianer*, the strange biological crystalline creatures introduced on p.190. Their motives in this region are potentially inscrutable, or they may be harvesting (or planting) crystals for miscegenetic purposes.

Episode 17: Wrath of Aeons

The ground within this region of the tunnels flattens out so much that one could charitably call it a floor. To either side of the investigators, vast rocky surfaces bulge and swell, forming walls that must ascend to a ceiling. Overhead, however, is only Stygian blackness. The investigators may shine the beams of their torches upward, but these frail spears of illumination do not light upon any surface, indicating that the ceiling overhead must be so far above, it beggars the imagination. The walls of this area become so close that they touch at floor level, forming a narrow "V" through which the investigators must pass, a giant groove of untold depths. The walls, however, are rough and ridged, each rise concealing shadowy depths behind, and steep enough to make climbing seem a foolhardy notion.

If an investigator makes a successful Spot Hidden roll **Cth** / Notice test **Sav** while passing through this area, they notice something strange: a group of five dots pressed deeply into the rock, as if a child had pushed just the tips of her fingers in to soft clay in a perfect pentagon. Any investigator with the Elder Thing Lore skill **Cth** / Knowledge (Elder Thing Lore) skill **Sav** may make a roll. With a success, the investigator recognises the five dots as being a symbol made

by the elder things. There are no other such markings, and any attempts at experimenting with or exploring the holes yield no further revelations.

As they move through this area, the Keeper should have each of the investigators attempt a Listen roll **Cth** / Notice test **Sav**. If any are successful, they hear the faint sound of gunshots from far ahead. The sound goes on intermittently for thirty seconds, then stops and is not heard again. Whether they wait, continue forward, or begin to backtrack, the Keeper should ask the investigators to make another Listen roll **Cth** / Notice test **Sav**, five minutes later:

- If successful, they hear someone approaching from ahead, walking rapidly but with irregularity. When this person comes into sight, it is revealed to be a German soldier. Depending on how the group has reacted to hearing his approach, they may choose to ambush him, as he is unaware of their presence.
- If the Listen rolls **Cth** / Notice tests **Sav** failed and the group is travelling in haste or with abundant light, the soldier will be aware of the investigators and attempt to hide. The Keeper should ask each of the investigators to attempt a Spot Hidden roll **Cth** / another Notice test **Sav**. There are plenty of hiding places in the surrounding area, and the soldier will only be spotted if someone rolls a critical success. If an investigator stops to search the area more closely, the soldier will ambush one of the searchers, gaining one free attack before a combat round begins.
- If the Listen rolls **Cth** / Notice tests **Sav** failed and the group is travelling at moderate or cautious speed, or with less than abundant light, the group and the soldier will encounter each other in the tunnel at the same moment, creating an immediate stand-off where they will be able to react almost simultaneously.

The soldier is dressed in tattered cold weather gear and grips a pistol in his hand. His face is distraught, with a desperate and wild look in his eyes. If he somehow gets the drop on the investigators, he will attempt to intimidate them with his gun, ordering them to move to one side of the tunnel so that he can get past them. If the investigators comply, he simply runs off down the tunnels from where the group has just come, paying them no further attention, despite the fact that they are clearly his enemies. The soldier—*Grenadier* Erich Geissler, an enlisted foot-soldier far out of his depth—is identical to the German Infantry Officer (Regular) described on p.32 of the KG, though armed only with a P08 *Luger* (50%, 1D10 damage, atts 2, base range 15 yards (13.75m) **Cth** / Range 12/24/48, damage 2d6-1, Shots 7, Semi-Auto **Sav**). Before making his escape, Private Geissler dropped his machine gun and then grabbed a fallen officer's sidearm, which he now bears.

If attacked or threatened, Private Geissler will use the pistol, firing at point-blank range. The *Luger* may or may not have ammunition; during Geissler's desperate escape from his

previous encounter, he did not check to see if it was loaded. For each pull of the trigger on his revolver, the Keeper should roll 1D6. On a result of 1 or 2, a shot is fired; otherwise, the gun clicks without firing, revealing the cartridge (and the pistol) to be empty. If this happens, Geissler will hurl the gun to one side in frustration and gesticulate wildly, glancing back the way he came and yelling in German that they all must flee.

If captured, Geissler (still speaking in German) begs the investigators to turn back. If they take him back from whence he has just come, he will begin to whimper and sob uncontrollably, at times muttering “*Tekeli-li! Tekeli-li!*” Any investigator hearing that should make a Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav**: success has the investigator recall that this is a sound associated with elder things and shoggoths. As they grow nearer to the source of his trauma, the private grows increasingly distraught and reluctant, pleading with them, crying, and even howling with fear.

If Geissler is coaxed by someone who speaks German or treats him with compassion and patience (use of the Persuade and/or Other Language [German] skills **Cth** / Use of the Persuasion or Knowledge (German) skills **Sav**), he will explain fearfully that his squad were stationed in Site 27 (a German landing base not described in this campaign, hundreds of miles/km past the Elder Tower or Point 19) and went underground when they received word of the attack on Ritscher Station. They were ambushed by a group of nightmarish creatures that swept out of the sky... towering winged killers with bodies that branched everywhere. These unnatural *things* moved amongst the Germans like reapers, killing them with abandon. Geissler emptied his gun and then pulled a Luger from the lifeless hand of an officer. It was when he realised that the hand had come away with the gun, torn off by one of the monsters, that Geissler’s sanity broke and he fled in terror.

With a successful Persuade roll, Geissler can be coaxed into accompanying the investigators, however reluctantly, guiding them to the place of the ambush. If he is treated roughly, the soldier will attempt to break free, or seize a weapon from an investigator. In the worst case, he will attempt to wrestle a firearm from an investigator and turn it on himself, spattering the group with blood and brains. Witnessing this requires a Sanity roll: success costs 1 point of SAN, and failure costs 1D6 SAN points **Cth** / Witnessing this requires a Nausea roll with a -1 penalty **Sav**.

Further down the tunnel lies a scene of carnage, the site of Geissler’s distress. The first things the investigators will notice are the unmistakable scents of blood and cordite, lingering in the still air. The rocks are spattered with gore. After a moment or two, a thin, weak voice cries out to the investigators, speaking desperate staccato German, begging for help, interspersed with groans and laboured breathing. This new voice belongs to another man, a Nazi officer, half-hidden among the rocks. If he is still alive, Geissler will run to the man’s side and attempt to comfort his fellow former commanding officer.

The winter drove them
mad. It drove every
man mad who had ever
lived through it;
there was only ever
the question of degree.
The sun disappeared,
and you could not
leave the tunnels, and
everything and everyone
you loved was ten
thousand miles away.

--Michael Chabon,
"The Amazing Adventures
of Kavalier and Clay"

As investigators near him, they will see that the other man’s face is pale and his eyes unfocused. It takes no medical knowledge to recognise that the officer is in shock and well on his way to dying. He is no threat, having lost his sub-machine gun in the fight earlier, a battle in which he suffered grievous wounds. Several of his fingers are missing and he has a deep gash across his neck, causing his entire shirt-front to be soaked in blood. The officer’s most severe wound is to his abdomen, around which he is holding his coat tightly with his good hand, balling it up in a vain attempt to hold his intestines in place. His eyes barely focus on the investigators as they near, and Geissler attempts to remove the coat from his belly but cries out as he sees the slippery, gory tangle of organs underneath.

In his dying moments, this wounded figure is no longer a Nazi, or even German; all nationality has dropped away and he is just a man with an affinity for the human investigators, also apparently trapped within this endless cold darkness. If consoled, he will reach into his jacket with trembling hands, barely able to retrieve a blood-soaked silver flask from within. Fumbling one-handed with the cap, he offers to share his remaining *Schnaps* with Geissler and the investigators, just before slipping into unconsciousness. If the investigators interrogate him in his dying moments, a successful Fast Talk roll **Cth** / Persuasion test **Sav** might get him to give up a useful nugget of information, though an Other Language (German) roll **Cth** / Knowledge (German) test **Sav** must succeed to understand his delirious utterances. The only information he knows is that Black Sun will “let

loose the scream” and “set free the titan who sleeps within”, but he has no idea what either of these phrases really means. He does not say much more, losing coherence, before his heart ebbs to a stop and he dies, going limp, his hand dropping and allowing his viscera to slip from within. Any investigators witnessing this should make a Sanity roll, with failure costing 1D3 points of SAN **Cth** / Any investigators witnessing this should make a Nausea test **Sav**.

Just a little further on from the officer’s body lies the actual scene of the ambush. The investigators must pass through this scene, unless they wish to turn back and spend another half-day renegotiating this section of the Elder Tunnels. At the battle site, a grisly miscellany of body parts lies scattered across the passage. The stench is awful here; pools of blood, intestines and other internal organs ripped apart, spilling faeces and bile, all smeared and sprayed like some precursor of abstract expressionism. The bodies of at least a score of men provided the canvas for this tableau of savage violence. Open wounds expose bone that appears to have been melted and remoulded. These poor souls were clearly not killed by other humans. No bullets or shells could inflict this kind of harm. Rifles lie on the ground, metal barrels bent out of shape and wooden stocks broken and splintered. Backpacks and duffel bags are scattered, contents strewn, either discarded or torn apart in the fracas. Little of it appears undamaged, even if one was so callous to pick through it in search of salvageable goods.

If any of the investigators care to examine the site closely, they will see traces of a reflective, iridescent black slime clinging to some of the body parts and weapons. They may well have had battlefield experience, but regardless of that, anyone paying close attention to the site must make a Sanity roll (SAN 1/1D6) **Cth** / make a Nausea test with a -1 penalty **Sav**, partly for the horror of the scene, but mostly because of the lack of any sign of the perpetrators.

Whatever did this is clearly still at large in the tunnels.

Episode 18: Fungi from *Unterirdisch*

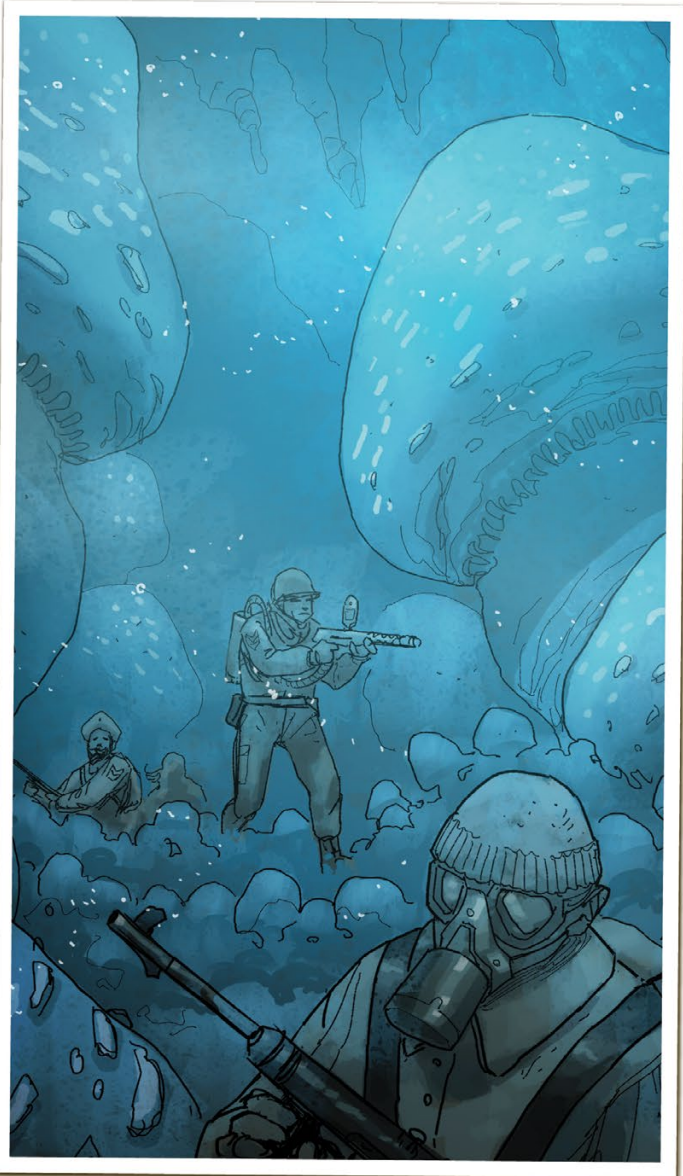
The investigators enter a region that feels particularly humid and has a strange, indefinable smell hanging in the air. This is due to a fairly warm area that has become home to an abundant growth of unusual fungi possessing of several unusual properties.

If the group is using minimal light, in the distance they will see a faint luminescent glow given off by these mushrooms. If they are using abundant light or are travelling at a cautious or moderate speed, they will see the mushrooms well before they blunder into them.

If the group is travelling in haste with moderate light, the Keeper should ask the leader(s) to make a Spot Hidden roll **Cth** / Notice test **Sav**. If the roll is a success, the investigator notices that they are about to step on something that is neither ice nor rock. Those who fail find themselves

blundering over soft rocks that turn out to be fungal growths. The bulbous forms simply collapse to a pulpy mess beneath the investigator’s feet, sending up a mass of spores into the air. The smell of these newly-burst pods is fresh and redolent of woodlands on a damp autumn morning, incongruous in the sterile Antarctic air, but perhaps even welcome and (strangely) life-affirming.

Once the investigators are within the area, they will be treated to the unusual sight of all manner of fungoid growths. Grey moss-like fibres spread across the rocks like a carpet. Fine filaments protrude up from this carpet like hairs on the back of one’s hand, moving slightly if the air is stirred (and as the investigators have entered the area, this movement will be evident, almost eerie). Beyond the immediate area, the investigators’ light sources illuminate puffballs of many sizes; great sponges the size of armchairs. Towering above this field of lesser fungi and lichen are the real giants: colossal toadstools that stand six, eight, even twelve feet (two-to-four



metres) tall. Their massive pale-grey forms prevalent in the tunnels ahead, clustered in tight groups, their stalks crowding the passages, their caps pressing against the ceiling in places. Investigators succeeding in a Botany roll **C_{th}** / a Knowledge (Science) test **S_{av}** will identify these as being more-or-less identical to “fly agaric” (scientific name: *amanita muscaria*) though these are strangely albinoid, perhaps due to the lack of sunlight. Whilst most fungi are known for their rapid growth, here it seems slow, as if these things have taken centuries to come to fruition.

Any severe movement disturbing the air in this cavern causes a cloud of spores to spill from the gills of the overhanging caps, difficult to avoid unless the investigators rapidly flee from whence they came. If inhaled, the spores inadvertently evoke thoughts of other times and places, linking to memories in which dust sparkles in sunlight, pleasant reveries that take the day-dreamer far from this dismal, cold place far beneath the Earth at the bottom of the globe.

Giant otherworldly puffballs and toadstools fill the entire passage. The only way forward is to forge a path through the stuff. The use of gas masks, balaclavas, or even scarves will negate further effect of the spores, if the investigators wish to avoid breathing the fungal dust. If the investigators enter through the chamber, they should make rolls of DEX×5 **C_{th}** / Agility tests **S_{av}** to pass through without disturbing any of the fungi. Those who succeed will make it through without causing any upset, while those who fail will send great clouds of fungal dust and spores into the air as they blunder through, causing the air to become thick with the stuff and coating everyone in a fine layer of white powder.

A successful Biology or Botany roll **C_{th}** / Knowledge (Science) test **S_{av}** (either as a result of the prior roll or a new roll) will reveal that although these fungi are rare, they are actually native to Antarctica, found generally on the coastal flats. Furthermore, though they are highly toxic in their raw state, they can be consumed once cooked thoroughly and are surprisingly tasty. However, doing so will cause drowsiness within a half hour after being ingested. Anyone breathing the spores or eating more than a small quantity of the fungi must make a POW×2 roll **C_{th}** / Vigor test with a -2 penalty **S_{av}**. Those that fail suffer terrible nightmares, whilst those that succeed will have strange and evocative dreams that allow them to behold the Elder City at the height of the elder thing civilisation. Alternatively, a mushroom dreamer might potentially find themselves in the Dreamlands, an aspect that the Keeper may develop if desired, perhaps even allowing the investigator a vista of Wewelsburg II, the stronghold of Black Sun in that ethereal realm.

For some days afterward, any that passed through this area may discover fungoid tendrils growing into their packs or coats. However, once exposed to the outside air and/or sunlight in the Elder City or elsewhere, these fungal growths will rapidly die. If the investigators take a sample of the fungi, it may prove useful at a later date, though it would

require extensive and prolonged use of the Botany skill **C_{th}** / Knowledge (Science) skill **S_{av}** to cultivate further specimens outside of the tunnels.

Episode 19: False Exit

As the investigators continue forward, they find themselves ascending, forced to use hands as much as feet to make progress. There is a slight draft in the air, though, and a dim light shines through the darkness, coming from somewhere up ahead!

The investigators will likely become excited as they see this, their bodies filled with newfound energy at this apparent end to their journey through the interminable dark stillness. When the group reaches the crest of the tunnel, they are able to look up at one of the many cracks in the rocky ceiling far, far overhead. On the ground in this widened section of tunnel is a relative oddity: a small rise of

...despair at the possibility of being
forever entombed in the Elder Tunnels.

snow, almost frozen solid, with the tiniest of snowflakes dancing in the air, as they flutter down from above.

A thin shaft of light shines through the crevice, indirect but still visible nonetheless, though the sky itself is concealed, its distance unknown. The investigators can taste the freshness of the upper air, feeling it upon their faces and even detecting the slight breeze as it is caught and channelled from the surface and down through the crack. The crevice above the investigators is less than a foot wide, clearly travelling up through dozens of yards/metres of rock to the surface, but it may be the first source of natural light, however diffuse, the investigators have seen in days.

If the investigators become filled with confidence that there must be an exit nearby, they will soon experience crushing disappointment. Searching the area reveals no clear means of exiting the Elder Tunnels, and this gap in the rocky ceiling is a fleeting and tiny thing, an aberration, teasing them with the promise of escape and denying it to them with impassive rock and darkness. The crevice itself is too high, almost 60 feet (18m) overhead, and even if the investigators were able to climb up to it, it narrows in several points to a width of mere inches/cm, too narrow for even the smallest of humans to pass through.

Depending on how the investigators react to this dead end, the Keeper may require Sanity rolls, with failure meriting 0/1D2 points of SAN loss **C_{th}** / Nausea tests with a -1 penalty **S_{av}** from the despair at the possibility of being forever entombed in the Elder Tunnels.

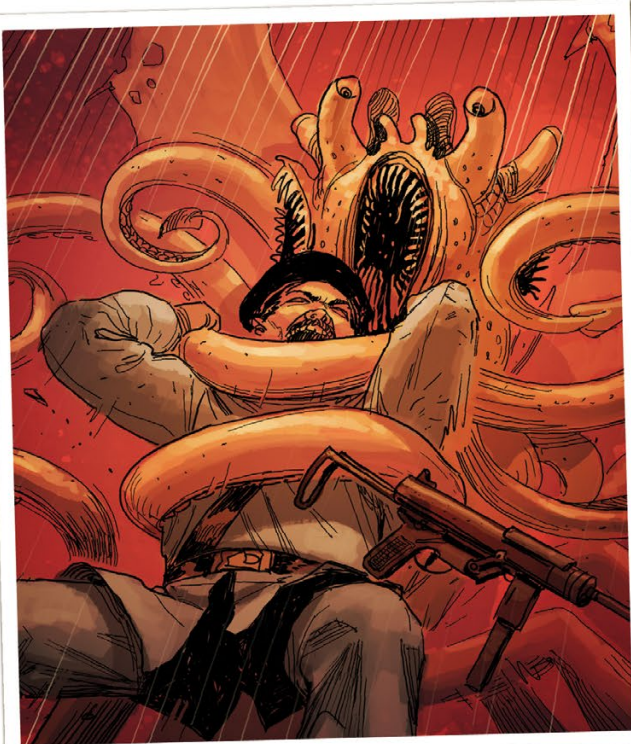
Eventually, the investigators must move on. The tunnel ahead leads back into the dead, rocky Antarctic

underground. Reluctantly, the investigators must avert their eyes away from the promise of light and fresh air, and descend once more into the gloom. In all likelihood, a silent pall of resignation and depression falls over the group.

Episode 20: Elder Things

Over the investigators' heads stand the vast bulk of the mountains above; miles/km of rock and ice, every bit as oppressive as it has been prior. The group arrives at what looks like a dead end, but then, by shining torches beneath a rock the size of a mansion, they find a way forward. Only by crawling on hands and knees, then inching along on bellies, dragging packs and supplies alongside, the investigators are able to make their way slowly through this space, as cold and resolutely stifling version of Hell as ever depicted in any of the works of mankind.

Then the narrow cleft widens and the "roof" slopes upward, allowing verticality and a relief from the icy ground. The tunnel then opens into a wide chamber with a sloped roof on either side, coming to a point, as if the investigators have entered a lopsided pup tent from one corner. The ground rises in ridges and furrows, and only when the investigators stand and fully enter the cavernous space do they see the inhabitants of this section of the tunnel: three bizarre beings, bodies like barrels, weird clusters of tendrils and stalks at base and atop, branching limbs protruding from mid-torso, and large fan-like wings folded. Due to their stillness, the creatures are utterly soundless, and the investigators might initially confuse them for strange growths. They are roughly 20 yards (18m) from the investigators when first spotted.



If the investigators have not encountered these beings before (dead or alive), they are now beholding elder things, the makers of these tunnels, the shoggoths, and the architects of most terrestrial life. A Sanity roll is required at this point, with a potential loss of 0/1D6 SAN **Cth** / A Horror test is required **Sav**. They may have already encountered a near-dead member of this race earlier in Episode 6 (p.219).

If the group is travelling in haste or with abundant light, a group-wide Luck roll must be attempted by the member of the group with the lowest Luck score **Cth** / have one member of the group draw an Action Card. If any member of the group has the Bad Luck Hindrance, draw two cards and act on the least advantageous. A card of a red suit indicates success **Sav**. With failure, the group is ambushed by the elder things (see Ambushed by the Elder Things below). If the Luck roll **Cth** / Action Card draw **Sav** is successful, the two parties come upon each other without warning (see Face to Face below).

If the group is travelling cautiously with less-than-abundant light, they may gain the advantage over the elder things. The leader(s) of the group may (each) make a Listen roll **Cth** / Notice test **Sav**. If any of these rolls is successful, the investigator hears the elder things ahead before being detected by the ancient beings.

In this situation, the investigators have several choices. They may turn back and seek an alternate route, wait and see if the elder things leave, or they may seek to confront or ambush the elder things. To successfully retreat or set up an ambush requires the leaders of the group to each succeed in a Sneak skill roll **Cth** / Stealth test **Sav** (the rest of the group is not required to make the rolls). If any of these attempted rolls fail, the elder things are alerted to the group's presence and will seek to confront them.

Cth If the investigators wish to lay low and wait things out, each member of the group must make a successful Hide roll. Failure means that the elder things are allowed a Listen or Spot Hidden roll to detect the investigators, and a failure immediately alerts all of the elder things to the human presence.

Sav if the investigators wish to lay low and wait things out, each member of the group must make a Stealth test opposed by the Elder Things' Notice. With a failure, the Elder Things are alerted to the human presence.

Though it is impossible for the investigators to know this, the elder things are exploring the tunnels, seeking a means of dealing with the noxious human incursion (the Germans). They have been moving boulders and attempting to seek to stop up the gaps in the tunnels, as humans might seal a mouse-hole to keep out vermin. If the investigators escape the elder things' notice and do not provoke them, the elder things will work for a while, communicating with one another with an eerie, whistling, and piping speech. They are in the process of locating and manoeuvring loose stones and boulders with immense strength, filling "cracks" in the chamber to prevent any possible entry. The elder things will

eventually come to the cleft from which the investigators entered the cavern (and are potentially hiding near), making it less possible for the investigators to remain hidden.

Ambushing the Elder Things: If the investigators attempt to ambush the elder things, the Keeper should have each investigator taking part in the attack make a Hide roll **Cth** / A Stealth test **Sav**. Those successful may each make one “free” attack, in order of DEX, before any combat begins normally **Cth** / may start combat On Hold **Sav**. As always, firearm attacks at point-blank range are at double the normal skill chance **Cth**. Depending on the outcome of the initial round of combat, the elder things may flee or strike back, enraged, but will not surrender or yield in any fashion. They have seen the atrocities that occur to their kind when at the mercy of human beings.

Ambushing the Investigators: If the group is made up of fewer than six people, the elder things will ambush the entire group, striking immediately after the initial glimpse (and Sanity roll **Cth** / Horror test **Sav**). If the group contains six or more people, the elder things will seek to hide, picking off members from the rear of the group, one at a time, withdrawing into the shadows afterwards. Alternatively, the elder things will take to the heights, flying upwards into the darkness at the peak of the cavern, swooping down silently, and snatching investigators, to spirit them away to dark and grisly fates.

Cth Should the elder things ambush the investigators, allow each of the investigators the chance to make a Spot Hidden roll. If any of the investigators are successful, everyone in the combat acts according to DEX order. If all the rolls failed, the elder things will each gain one free attack before combat begins. These attacks cannot be parried, but can be dodged.

Sav Should the elder things ambush the investigators, allow each of the investigators a Notice test. With a success, the Investigator receives an Action Card, otherwise they cannot act this round. The Elder Things begin combat On Hold.

Face to Face: The Keeper should allow an initially neutral encounter between the investigators and the elder things to play out naturally, keeping in mind that the elder things are highly intelligent, adaptive to new conditions, and that their primary concern is their survival. They may even attempt to communicate or parlay with the human interlopers if the investigators can somehow convince the elder things that they are not affiliated with the Nazis. Should the investigators seem divided in their intended course of action, two or more elder things may seize any potential “allies” among the investigators, flying away with them to some place where they can negotiate. If combat becomes imminent, the two spell-using elder things may attempt to cast the Mindblast spell upon two of the investigators as an initial strike before gaining range or seizing the upper hand. If one of their numbers is killed, the elder things will attempt to retreat. They have nothing to gain from a point-less conflict with superior forces. In negotiations with the

elder things, the Keeper should allow the investigators to use skills such as Cthulhu Mythos or Elder Things Lore **Cth** / Knowledge (Mythos) or Knowledge (Elder Things Lore) **Sav** to negotiate, with skills such as Psychology, Perform, or even Persuade **Cth** / Knowledge (Psychology) or Persuasion **Sav** allowable as tactics, though *Difficult* **Cth** / with a -2 penalty **Sav** due to the inscrutable, alien nature of the other parties.

ELDER THINGS

Cth STR 41 DEX 18 INT 15 CON 25
SIZ 30 POW 13
SAN n/a Hit Points: 28

Damage Bonus: +3D6; **Move:** 8 / 10 (flying).

Skills: Hide 30%, Sneak 30%, Track 25%.

Weapons: *Tentacle* 40%, damage ½ db in constriction.

Armour: 7-point skin.

Spells: Two of these elder things know the following spells: Contact Elder Thing, Elder Sign, Mindblast.

Sanity Loss: 0/1D6 Sanity points to see an elder thing.

Attacks: Elder things are normally highly sophisticated tool-users, but these remnants have been left without any of their weaponry or cultural artefacts. In hand-to-hand combat, an elder thing may use all five tentacles at once, but no more than three tentacles may be used versus a single target. Once a tentacle grips, it clings to the victim, and each round thereafter the victim loses Hit Points equal to half the elder thing’s damage bonus from constriction and crushing damage. If pressed, an elder thing gripping onto a human foe will attempt to lift their prey on their DEX in the next round, flying up into the air, to be torn apart (as above), dropped (see p.57 of *Call of Cthulhu, Sixth Edition* for the rules covering falling damage), or dashed against rocks (half the elder thing’s damage bonus, plus any additional damage from flying).

Sav See the stats for Elder Things on KG, p.225. They know the following spells: *contact creature (elder thing)*, *elder sign*, *mindblast*.

Episode 21: Exiting the Elder Tunnels

Created to allow the elder things full access to their metropolis from all across the continent, the network of tunnels is vast and complex, with many exits that lead out to various locations in and around the Elder City. Some of these exits are deep underground and deliver travellers into the very heart of the city, whilst others emerge at its periphery, at the base of the nearby mountains, one or two days’ walk from the edges of the ruined black heart of the elder thing empire.

The Keeper should ask for a group-wide Luck roll, designating the investigator with the lowest POW as the one to make the roll **Cth** / have one member of the group draw an Action Card. If any member of the group has the Bad Luck Hindrance, draw two cards and act on the least advantageous. A card of a red suit indicates success **S^{av}**. If successful, the group finds the exit that leads directly into the Elder City (Exit 1, below). If the roll is a failure, the group instead finds the exit in the mountains nearby (Exit 2, below). The Keeper should feel free to add alternate exits as desired or if required by circumstances.

EXIT 1: IN THE HEART OF THE CITY

As they turn yet another corner, the investigators all feel a slight draft from ahead. Any open flame sways and sputters, and a successful Listen roll **Cth** / Notice test **S^{av}** provides the investigator with the sound of moaning wind. Pushing forward, the way leads into a black tunnel similar to the one below the Elder Tower, clearly fashioned by the elder things, or at least modified by them. The smooth black floor is coated in a layer of dust and grime that exhibits strange markings. It is clear that something has moved through here recently, though these are not human footprints. A successful Track roll **Cth** / Tracking test **S^{av}** will reveal that this trail was made by small clusters of tentacles, and investigators who have encountered them before will recognise them as belonging to elder things.

The passage through the black tunnel leads on straight for over a mile (1.6km), perhaps even more. There are no features, no junctions, and it obviously curves upward, gaining considerable altitude, though not so much to require climbing or make footing difficult. The tunnel then comes to an abrupt end. A smooth wall stands at the end of the passage, blocking it entirely. However, the trail made by the elder things continues on ahead, pausing at the wall then continuing on through or apparently under it. Investigators may notice a series of grooves surrounding the door, allowing wind to whistle through.

If the investigators push hard against the wall (requiring a combined STR 30+ **Cth** / succeed at a Strength test with a -4 penalty, which may be cooperative **S^{av}**) it swings open, revealing itself to be a door, pivoting on a precisely balanced point near one of its edges. On the other side of this door is the Elder City itself, an incredibly vast and chaotic ruin, entombed within millions of years of ice and snow. This city is described in greater detail in **Black Ruins**, pp.237–349. Near the door is an avenue leading directly to the site within the Elder City known simply as the Power Room (see p.292). If the door from the Elder Tunnels is allowed to close, it fuses almost-perfectly with the surrounding wall, making it difficult to find again, requiring a successful Spot Hidden or Track roll **Cth** / Notice or Tracking test **S^{av}** (as there are many footprints to follow). Alternatively, the door might be wedged open, or a marker of some sort pinned on it. If investigators wish to re-enter the Elder Tunnels, the door opens the same way from the city side.

EXIT 2: AT THE FOOTHILLS OF MADNESS

Proceeding through the Elder Tunnels, and gaining in altitude, the investigators will notice a number of passages converging on the one they are currently traversing, and a successful Track roll **Cth** / Tracking test **S^{av}** reveals the presence of a great many booted footprints leading in the same direction, with a few leading off in the opposite way. This exit from the Elder Tunnels (and entrance to the region near the Elder City) is the one best known to the Germans from their own exploration of the tunnels. Following this passage will lead the investigators directly to the exit discovered by the Germans and used most frequently. As the investigators progress, a successful Listen noise **Cth** / Notice test **S^{av}** reveals a mysterious, indefinable thrumming sound, almost musical in nature, though without any dramatic shifts. They should begin to notice slight air currents moving against them, coming from the direction they are going.

The tunnel the investigators move through widens noticeably until ending in a large teardrop-shaped chamber, with the investigators entering from a passage at the point. The noise emanates from this large cavern, almost as if the entire structure had been constructed to be some kind of vast wind instrument, generating ethereal and disquieting tones as wind blows across some aperture. Across this vast space, some hundreds of yards/metres away, shines a beacon of hope: a needle-shaped sliver of daylight! If the investigators make their way across the rough and jumbled debris on the chamber floor, they will find a tall, vertical slit in the rocks, more than large enough for a human to pass through, and clearly the source of the echoing tones. Snow is piled deeply near the aperture, several dozen yards/metres into the cavern, much of it frozen. Footprints and other signs of passage are quite evident in the drifting snow.

From this vantage point, the investigators may look down upon the Elder City. If this is their first view of the metropolis, it will take their breath away. For a group of investigators unaccustomed to the scale and horror of the Mythos, the Keeper may require a Sanity roll, with 0/1D3 points lost **Cth** / A Nausea test with a -2 penalty **S^{av}** as they gaze at this testament to Earth's history that places the entire human timeline as a tiny, near-meaningless footnote, a mere flicker of activity after untold aeons of stillness.

"I think that both of us simultaneously cried out in mixed awe, wonder, terror, and disbelief in our own senses as we finally cleared the pass and saw what lay beyond."

— H.P. Lovecraft, "At the Mountains of Madness"

The city extends for miles/km in either direction, almost to the limit of sight. Cubes, towers, and other geometric eurhythmic stone masses protrude from a sheet of ice that is perhaps 55 yards (50m) thick. The investigators should realise that they are at the edge of this incalculably alien metropolis, and that from the evidence of the many tracks leading into it, the Germans are there in force.



CHAPTER 2

Black Ruins

"[Hitler] has set us the goal for our generation to be a new beginning — he wants us to return to the source of the blood, to root us again in the soil — he seeks again for strength from sources which have been buried in the ground for 2,000 years."

— Heinrich Himmler, Reichsführer-SS

OVERVIEW

The investigators have stormed Ritscher Station, pursued diabolical Nazi foes across Antarctica and met them in their bases at *Luftflotte Antarktika*, Point 19, and the Elder Tower. Now they must enter the Elder City to stop Black Sun's most terrifying ambition, to enact a terrible ritual to awaken the God in the Mountain, whom even the elder things once feared. Finally, these monstrous cultists must be stopped once and for all, putting paid to their dreams for an apocalyptic end to the war!

THE MISSION

The investigators have either flown in from the Elder Tower (or farther away), or arrived from the Elder Tunnels. There are few options left at this point, and there is little left to do other than a seek-and-destroy mission within these vast, cyclopean ruins, with the goal of finding and stopping Black Sun. Clues gleaned along the way and at the Elder Tower point at some grand scheme, but whatever the case, amidst these broken black walls and ice-shrouded avenues, their plans must end here.

THE REAL DEAL

The city of black stone is a desolate, broken ruin, shattered and scattered across mountaintops and down mountain-sides, but it is far from deserted. In addition to a remnant of Mythos creatures, trapped or drawn here over untold aeons, the masters of the occult conspiracy within the Third Reich

have chosen this place to be the fulcrum upon which they will move the world. The German forces here are led by SS-*Sturmabannführer* Matilda Griess — a powerful Master of the Black Sun — and they are striving to trigger an apocalyptic "psychic scream" to kill millions across the globe, the collective toll of psychic death agony unleashing the long-dormant God in the Mountain, a baleful Elder God of unimaginable power. Though the Allies are slowly making their way to the Elder City, the investigators are woefully outgunned and outmatched against this terrible conspiracy.

However, after tens of millions of years in stasis, a small force of atavistic elder things — original architects of the Elder City — have risen to resist Black Sun's machinations. United in purpose with the elder things, the investigators may find themselves working alongside them towards a common goal. Even stranger still, Black Sun's erstwhile allies in *Nachtwölfe* now scheme against them, and propose an alliance with the investigators. Will the investigators take this desperate bargain if the survival of humankind is at stake?

Pacing

As the arrival in the Elder City is the culmination of the entire *Assault on the Mountains of Madness* campaign, taking the investigators on an astonishing journey across this incredible landscape, the Keeper is advised to allow the events of this chapter to flow naturally, to allow the investigators to methodically make their way to the final confrontation, and then, deliberately increase the pace to a thunderous crescendo. Previous chapters may have been playable in a single session, but for maximum impact, the Keeper is encouraged to stretch the Elder City over two or more sessions, emphasising its vastness, slowly building tension as the investigators

encounter the factions working against one another, all whilst learning the scope of Black Sun's terrifying vision of Armageddon, and determining how to thwart it.

Other Resources

A Keeper with access to the epic *Call of Cthulhu* campaign book *Beyond the Mountains of Madness* by Chaosium, Inc., will find a wealth of additional detail about the Elder City and elder things in general. Should the Keeper desire, some elements from that resource can be easily integrated into this campaign, as the ruined metropolis is vast enough to accommodate a variety of points of interest and features.

ARRIVAL

Once situated in Antarctica, the investigators can travel to the Elder City via several potential avenues. In *The Floating Kingdom*, pp.33–75, they learned of the city's existence and significance through the dossier about the Miskatonic team lead by Pabodie and the later Starkweather-Moore expedition (also described in the *Introduction*), and likely gathered additional information from Ritscher Station (*The Shores of Death* and *A Trail of Frost and Blood*), and they may have even had the cooperation of the *Luftflotte Antarktika* commanding officer, *Oberst* Hannah Wernicke. If the investigators spoke to *Kommandant* Armin Thaler, they know that the Black Sun site in the Elder City is led by *SS-Sturmabführer* Matilda Griess, and that Black Sun is hard at work deciphering the mysteries

Will the investigators take this
desperate bargain if the survival
of humankind is at stake?

left by the elder things. Investigators who visited Site 43 (the Elder Tower, described in *A Trail of Frost and Blood*, pp.326–177) and/or Point 19 (*Into the Depths*, pp.178–195) know about the significance of the Elder City, so there should be absolutely no shred of uncertainty that this is where Black Sun is at its most active: ground zero for their apocalyptic endgame.

Possessing considerable resources and ingenuity, the investigators have at their disposal a variety of ways to reach the Elder City. They may have launched long-range planes directly from *Jeremiah* or from *Luftflotte Antarktika*, or from the much nearer Elder Tower, Site 43. They may also have taken the rougher, yet more methodical approach of venturing into the Elder Tunnels from Point 19 or Site 43, a journey described in *The Nightmare Roads*, pp.197–349. Now they are poised at the periphery of the Elder City, an experience that will be as transformative as it is terrifying. The following sections describe the difficulties the investigators will face before entering and their initial experience therein.

Arriving from the Elder Tunnels

If the investigators have departed from either Site 43 or Point 19, they were forced to use the Elder Tunnels, the labyrinthine maze of natural and unnatural tunnels and passages beneath Antarctica, formerly used by the elder things as their primary method of transit around the South Polar Region many millions of years ago. As the investigators made their way through these tunnels, they were slowly but distinctly moving upward, gaining elevation, until they were at the altitude of the lowermost outskirts of the Elder City itself. *The Nightmare Roads*, pp.197–349 describes two potential exits from the Elder Tunnels, one outside the city and one some distance inside the city, adjacent to the Power Centre (described on p.292).

INSIDE THE CITY

If the investigators have made their way from the Elder Tunnels to a position inside the city, as described in Exit 1: In the Heart of the City (p.236), they now stand at a steep wall adjacent to a minor avenue. Tracks from German boots on the ground lead away from the wall behind the investigators to a larger, well-trod thoroughfare, which, in turn, leads to a large, snow-covered, basalt hemisphere set into the ground, surrounded by ruined buildings, towers, walls, and other structures the investigators are unable to categorise. This site has been dubbed The Power Centre by Black Sun and it is critical to their overall goals. See p.292 for more information about this location.

As a warning to the Keeper, this location is incredibly important to Black Sun's overall conspiracy, and it might seem anti-climactic for the investigators to emerge from the Elder Tunnels right around the corner from such a significant spot. However, the Power Centre is inaccessible from the surface, and investigators wishing to enter have no choice but to explore the city further, exposing themselves to danger... and the unknown.

OUTSIDE THE CITY

If the investigators exited the Elder Tunnels at the point outside the Elder City as described in Exit 2: At the Foothills of Madness on p.236, they must make their way into its midst, climbing over the detritus of a thousand rockfalls and avalanches, making their way through the wreckage at the outskirts of this insane metropolis. There is no need for a Navigate roll *Cth* / Knowledge (Navigation) test *Sav*, as the way is obvious and there are even footprints the investigators may follow with a successful Track roll *Cth* / Tracking test *Sav*.

Entering the Elder City from the more distant point takes about an hour of time and dedicated effort, and though there is no chance of any encounters during this trek, the investigators should be notably impressed at the magnitude of the city, despite its ruined condition. The tracks eventually lead into the city itself, where they scatter in a variety of directions, leading to many different sites within the city, made

by dozens upon dozens of German forces emerging from the Elder Tunnels into the black metropolis. When the investigators reach an area within the Elder City proper, the Keeper should consult Key Locations in the Elder City (p.285) to determine which part of the city the investigators are nearest, and then ask them how they intend to proceed.

Arriving by Aeroplane

The fastest method of reaching the Elder City is undoubtedly via aircraft, launching from either *Jeremiah*, the captured airstrip at *Luftflotte Antarktika*, or from the makeshift airstrip at Site 43, alongside the Elder Tower. Flying to Site 43 or the Elder City on p.149 describes the requirements for an aircraft capable of reaching the altitude of the Elder City, and thus investigators attempting this journey via air are in either the Douglas C-47 “Dakota” (first encountered in *The Floating Kingdom*, p.36) or a plane captured from the German forces, such as the Ford Trimotor or *Fieseler F1 156 “Storch.”* The C-47 is described in the KG on p.125 and pp.137–138, and the *Storch* on p.121 and pp.134–135 of the same volume. Few of the other options are as practical. The smaller one- and two-man fighter craft (the Mustang and the Mosquito), whilst possessing the flight ceiling capable of making the ascent to the Elder City, do not have the fuel capacity for the journey, and are less able to operate for prolonged periods in the incredibly cold temperatures of the South Polar Regions’ highest altitudes.

The Keeper should consult Table 5: Key Distances in Antarctica on p.131 to determine how long the investigators need to be in the air, and In the Air: Flying Across Antarctica on p.148 for guidelines about handling the passage to the Elder City.

RANGE AND FUEL USAGE

The C-47 usually has a range of approximately 1,600 miles (2,574km), but this is lessened to 1,500 miles (2,414km) by the cold-weather conditions. As the distance from the coast to the Elder City is approximately 1,350 miles (2,175km), this leaves a return trip utterly out of the question unless the aircraft is carrying additional fuel. The alternative is that the investigators can trust to refuel somewhere along the way (Site 43, for example), at the final destination, or are resigned to a one-way trip. The Ford Trimotor has a normal range of around 550 miles (885km) before needing to be refuelled, reduced to 500 miles (800km) in the Antarctic clime. The *Storch*, on the other hand, has a much shorter range, only 240 miles (380km)—reduced to 200 miles (321km), and requires multiple refuelling stops along the way.

Weight allowance for such a flight is critical, and fuel allowing for a round trip is the most important consideration. Though no hard-and-fast guidelines are provided on the rate of fuel consumption, the Keeper should emphasise this to the investigators. If the flight is launching from the coast or *Luftflotte Antarktika*, every spare bit of space aboard the aircraft should be filled with jerry cans full of fuel. If they are embarking from Site 43, the investigators should feel inclined to refuel and to take as much as they can liberate from the base. They must choose their gear carefully, and take only as much food, ammunition, and personal equipment as is absolutely necessary. By utilizing every bit of space inside the cabin for fuel, they are able to double the fuel capacity of the C-47, triple the range (in fuel) of the Trimotor, and sextuple the amount (six times) for the smaller-tanked *Storch*, but at the cost of any comfort, and potentially turning the plane into a fuel bomb if it takes fire in combat.



A Detour into Tragedy

VISITING THE SITE OF THE PABODIE EXPEDITION

Like the titular peaks, H.P. Lovecraft's "At the Mountains of Madness" looms largely over this campaign, and the Keeper may wish to evoke those events prior to the Elder City. For a direct reminder, as the investigators fly near the Mountains of Madness, their aircraft may pass by the site of Professor Lake's camp from the Miskatonic University expedition of 1930–1. As the investigators may recall, they received a dossier describing that expedition whilst *en route to Jeremiah* (p.37). The final resting place for many in that expedition, the camp was thoroughly destroyed, though traces are still evident.

The Keeper should ask each investigator with a view of the ground for a Spot Hidden roll **Cth** / Notice test **Sav**, or if the reference is especially important, the Keeper may simply tell the players that the investigators notice the site whilst passing near it. From the air, there is not much to see. The tents were fashioned securely enough that wind has piled the sides high with drifting snow, but enough of the canvas is visible to mark it as a human habitation. Lake's camp was established almost at the foothills of the Mountains of Madness, where one of his party's plane went down, and the ground beneath is fairly thin, with dark patches indicating frozen soil or rock. Though the mountains are more than five miles away, they loom vertically in a sudden fashion, almost like walls, mildly claustrophobic despite the wide open space.

If the investigators no longer have access to the dossier, the Keeper should refresh their memories with a successful Idea roll **Cth** / Smarts test **Sav**. Lake's camp was reportedly destroyed by an intense windstorm, though investigation revealed that all but one of the men and most of the dogs had been systematically murdered, some butchered in a strange approximation of a medical examination. Dyer's group salvaged what they could, and after Dyer and Danforth's return from the Elder City, the remaining members of the expedition gathered the remains of the deceased, and returned them to the United States for burial. Should the investigators land near the camp, they find that there is little of use remaining. Much of it is covered in snow or encrusted with ice, and pieces of metal and wood jut here and there like stunted trees, hinting at what lies beneath.

THE SITE OF FIRST CONTACT

The largest and most obvious sign of the camp is the large shelter constructed to house the camp's aeroplanes. It was pulverized, and now remains a snow-covered heap of broken wood and corrugated metal sheets flapping and creaking from where they are still nailed to support beams, burnished into a polish by the intense wind and snow. If the investigators choose to rummage around in this structure, they discover that it conceals the wreckage of two Dornier aeroplanes, apparently long-since stripped of parts and emptied of fuel.

Scraps of wind-shredded canvas fluttering on the ground reveal the locations of the camp's two tents (the makeshift dog shelter has been utterly obliterated) with scraps of wood scattered for hundreds of yards (or roughly the same in metres) in every direction. All that was usable was taken by the expedition members (some of these notes eventually became part of the investigator's briefing). They made an attempt at removing all traces of the massacre, but could do little more than to cover the blood-soaked snow with more snow, and burn the bodies of the slain dogs in a great heap.

Close to the actual camp is the shaft where Lake and his party bored into the large cavern full of bony remnants and the preserved bodies of elder things, but it is now jammed with broken pieces of the drilling rig, the derrick serving only to conceal that site for eternity. Attempting to free this debris takes at least eight hours of work, and requires the investigators to make three successful STR vs. SIZ 20 resistance rolls **Cth** / a Strength test with a –4 penalty **Sav**. If they manage to remove the debris from the shaft, they find the large cavern described in "At the Mountains of Madness", a cornucopia of bony remnants from millions of years ago — not fossils, but actual bones preserved by the intense cold — a collection that would easily advance the sciences of natural history, biology, botany, and palaeontology by leaps and bounds.

If the investigators choose to rummage around the snow-covered debris of Lake's campsite, the Keeper should have each of them make a Spot Hidden roll **Cth** / Notice test **Sav**. Success means that the investigator has found some scrap of paper, a strangely-damaged bone from the cavern, or even one of the star-shaped soap-stones (see p.319 for more information on these).

This is no city. It is a tomb.
— Cpl. Akhee Singh

The requirement for multiple refuelling stops is not an insurmountable challenge, but every landing on the South Polar plateaus requires a successful Spot Hidden **C_{th}** / Notice test **S_{av}** to find a suitable landing spot, a successful Pilot (Single Prop) roll **C_{th}** / Piloting test **S_{av}** to land properly and without damage to the aircraft, and an Easy Cold-Weather Vehicle Maintenance roll **C_{th}** / Repair test with a +2 bonus **S_{av}** for each refuelling stop to ensure that the aircraft does not suffer any breakdowns during the periodic rough landings and refuellings.

THE AIR JOURNEY TO THE ELDER CITY

Depending on the outcome of the assaults on Ritscher Station and *Luftflotte Antarktika*, the skies are either relatively free of any dangers, or they are filled with potential threats from *Nachtwölfe* and *Luftwaffe* planes, as well as occasional ground forces that fire on any aircraft they do not recognise

- **From Jeremiah or Luftflotte Antarktika:** The flight takes roughly seven to eight hours in a C-47, depending on conditions, twice that for the Ford Trimotor, and roughly three times that for the much-slower *Storch*, with all of the refuelling stops required. The Keeper should consult Table 8: Air Travel Hazards on p.150 for a journey of this length, rolling twice **C_{th}** / drawing two cards from the Action Deck, drawing again if any card is a face card or a Joker **S_{av}** to determine if any incidents occur.
- **From Site 43:** From the Elder Tower, the flight is a much shorter one, though dramatic. In the C-47, Trimotor, or the *Storch*, it takes just under an hour due to the weather conditions and the difficulty of navigating the treacherous mountain passes surrounding the Elder City. There is little chance of any encounters on this flight unless for some reason the investigators have instigated enough trouble to warrant any German aircraft searching for them. The Keeper should have the pilot make a Luck roll **C_{th}** / have the pilot draw a card from the Action Deck; if the pilot has the Luck Edge, he draws two cards and uses the best; if the pilot has the Bad Luck Hindrance, he draws two cards and uses the worst. A card of a red suit indicates a success **S_{av}**. Success means that no hazards are encountered, whilst failure should merit a roll **C_{th}** / the draw of a card **S_{av}** on Table 8: Air Travel Hazards on p.150.

Navigating to the Elder City is its own challenge. Under normal conditions, no roll would be required, but navigating in Antarctica is complicated by several factors: weather conditions, the lack of usable landmarks, the unusual horizon that plays tricks on the eyes, the lack of detailed maps, and the magnetic anomalies that confound compasses. In any case, once per hour the Keeper should have the pilot or navigator perform a Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** to keep the aircraft on the right trajectory to the Elder City.

- A critical success **C_{th}** / a Raise on the roll **S_{av}** means that the plane is precisely on course, taking advantage of cooperative weather conditions. The Keeper should add +5% to the aircraft's potential range.
- Success means that the plane is on course.
- Failing the Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** puts the plane slightly off course. In this case, the Keeper should ask the navigator or pilot (or any investigator paying attention to the journey) to make an Idea roll **C_{th}** / Smarts test **S_{av}**. Succeeding the Idea roll **C_{th}** / Smarts test **S_{av}** means that someone noticed that the flight was off course, and was able to alert the pilot and/or navigator. The aircraft has only lost 5% of the aircraft's fuel (reducing its range by the appropriate amount), and a successful Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** puts the plane back on course. Failing this roll sends them along a new-but-still-incorrect course, potentially costing another 5% of fuel range until someone notices and puts things right.
- Fumbling the Navigate roll **C_{th}** / Getting a Critical Failure on the Knowledge (Navigation) test **S_{av}** is disastrous, and the aircraft is dramatically off course. As above, the Keeper should ask for an Idea roll **C_{th}** / Smarts test **S_{av}** to notice the problem. If it is addressed successfully via a subsequent successful Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}**, the range/fuel is reduced by 10%. If either of these rolls is a failure, any subsequent Navigate or Idea rolls **C_{th}** / Knowledge (Navigation) or Smarts tests **S_{av}** to right the course become *Difficult* **C_{th}** / receive a -2 penalty **S_{av}** until the aircraft is successfully brought back on course.

ON COURSE

Once the investigators' aircraft reaches the foothills, the lowest potential pass is the one that Professor Dyer and graduate student Danforth flew through when they ventured into the Elder City back in 1931 at an altitude of more than 24,000 feet (7,315 metres) above sea level, but within the flight ceiling of the investigators' aircraft. The air becomes thinner and colder, and investigators may need to actually open the windows of their aircraft to keep the windscreen from fogging, making for an extremely chilly flight. Other points in the mountain ridges can be discovered with successful Spot Hidden and Navigate rolls **C_{th}** / Notice and Knowledge (Navigation) tests **S_{av}**, but may end up expending more fuel as the aircraft flies around looking for a different entry point into the region.

The first thing the investigators notice is that the rocky terrain becomes eerily regular, as if carved into stone blocks and towers, jutting strangely above the pass. These are joined by ramparts, seemingly shaped by deliberate thought rather than natural processes. The shadowy circles and square openings of cave mouths become prominent, as well, and before long the plane is passing over rocky mountains that seem to be entirely covered with structures that may have once been

buildings, with gangways and connecting avenues carved into the mountainside, and what can only be hewn tunnels into the mountains themselves. Though the harsh weather over the aeons has taken off the sharp edges and pitted the stony surfaces, even causing some to crumble, it is altogether reminiscent of a city the scale of which beggars the imagination. If the investigators are familiar with the Elder Tunnels, they are able to make a clear connection between the tunnel entries in Site 43 or Point 19 and the exits in the mountains they now pass over.

A successful Natural History roll **Cth** / Knowledge (Geology) test **S^{av}** identifies these mountains as from the Archaean age, around 50 million years old, and a successful Geology roll **Cth** / a second Knowledge (Geology) test **S^{av}** identifies the material as *quartzite*, the result of sandstone quartz shaped by igneous forces and tremendous pressure. Successful skill rolls with Archaeology or History **Cth** / Knowledge (History) tests **S^{av}** reveal that though they are reminiscent of Machu Picchu or the foundations of Sumerian Kish, these cyclopean structures were formed by no human culture ever known, though this much seems obvious by now.

The pass itself is surprisingly devoid of obstacles, and it is apparent to the investigators that sleds would likely be able to traverse it, should anyone dare. Vapours rise from the mountainsides, mingling with snow drifting lazily across the sky, and all lit by the low polar sun. Winds are strong but bearable, and no Pilot roll **Cth** / Piloting test **S^{av}** is required to control the plane during this ascent, after which the investigators should be able to see their destination, this mysterious ruined metropolis that Black Sun has waged their survival on.

FIRST SIGHT OF THE ELDER CITY

The first glimpse the investigators have of the Elder City should elicit a Sanity roll from all within the aircraft able to see it, with a potential loss of 1/1D4 SAN **Cth** / elicit a Nausea test **S^{av}**. The description provided by Dyer in “At the Mountains of Madness,” upon his first view of the Elder City is excerpted here, and can either be read aloud by the Keeper or paraphrased:

“For boundless miles in every direction the thing stretched off with very little thinning; indeed, as our eyes followed it to the right and left along the base of the low, gradual foothills which separated it from the actual mountain rim, we decided that we could see no thinning at all except for an interruption at the left of the pass through which we had come. We had merely struck, at random, a limited part of something of incalculable extent. The foothills were more sparsely sprinkled with grotesque stone structures, linking the terrible city to the already familiar cubes and ramparts which evidently formed its mountain outposts. These latter, as well as the queer cave mouths, were as thick on the inner as on the outer sides of the mountains.

“In many places the buildings were totally ruined and the ice sheet deeply riven from various geological causes. In other places

the stonework was worn down to the very level of the glaciation. One broad swath, extending from the plateau’s interior, to a cleft in the foothills about a mile to the left of the pass we had traversed, was wholly free from buildings. It probably represented, we concluded, the course of some great river which in Tertiary times—millions of years ago—had poured through the city and into some prodigious subterranean abyss of the great barrier range. Certainly, this was above all a region of caves, gulfs, and underground secrets beyond human penetration.”

—H.P. Lovecraft, “At the Mountains of Madness”

Dyer goes on to describe the place almost as if were an *ur-city*, the Platonic ideal of an ancient metropolis that lingers in human consciousness against which all other cities are judged, reminiscent of unimaginably lost and distant places such as Atlantis, Lemuria, Commorion, Uzuldaroum, and inhuman habitations such as Valusia, R’lyeh, Ib, and a dread few others. Similar thoughts may occur to the more educated or scholarly of the investigators. Investigators that beheld the *Fata Morgana* of a ruined city (p.151) whilst flying here, recognize it as the place from that mirage.

The Elder City sprawls on for at least fifty miles (80km) in every direction, providing no end to its oppressive tangibility. Rather than some phantom or mirage, the city is all-too-real. The long indentation of what was once perhaps a river valley runs through the surrounding hills to reach its terminus at the edge of the city, flanked by disquieting barrel-shaped conical pylons, whose very aspect seems to instil a sense of disgust and long-stifled terror. The ground undulates throughout the vast bowl-shaped plateau the city inhabits, here at this unimaginable altitude, suggesting geological disturbances. Perhaps a sign of the cataclysmic forces that brought the city to ruin? Throughout the city, as the aircraft crosses, searching for a place to land, the investigators see several large and open star-shaped areas that seem to have been public spaces, though far too small in diameter for their purposes.

Much of the city and its buildings are worn away with wind and age, and shrouded in a deep layer of ice that seemingly conceals levels to the city far below the visible surface. It is on this ice that the investigators have their best chance to find a spot to land, and unless for some miracle they have an unlimited supply of fuel, this should be their primary goal at this point. Despite its ruined state, though, the city is not empty, and it is possible that the investigators’ aircraft will be spotted.

BEING SPOTTED

The Germans stationed in the Elder City are far too few in number for full-time sentry or lookout duty, but there are enough active soldiers at any given time to potentially spot the investigators’ aircraft as it enters the region. And as the investigators will discover, the Germans are not alone in the city, and other beings may notice their arrival, as well. When the investigators’ aircraft arrives at the Elder City, the Keeper

should ask the pilot to make a Luck roll **C_{th}** / have the pilot draw a card from the Action Deck; if the pilot has the Luck Edge, he draws two cards and uses the best; if the pilot has the Bad Luck Hindrance, he draws two cards and uses the worst **S_{av}**. If the roll is successful **C_{th}** / if the card is of the red suit **S_{av}**, there is no one within sight of the aircraft and it has zero chance of being spotted. If the Luck roll is a failure, the Keeper should roll on Table 15: Encounters in the Elder City (p.257) and determine who or what is in a position to spot the aircraft, and roll on Table 19: Minor Points of Interest (p.278) to get a sense of where these entities are when they are potentially visible to the investigators.

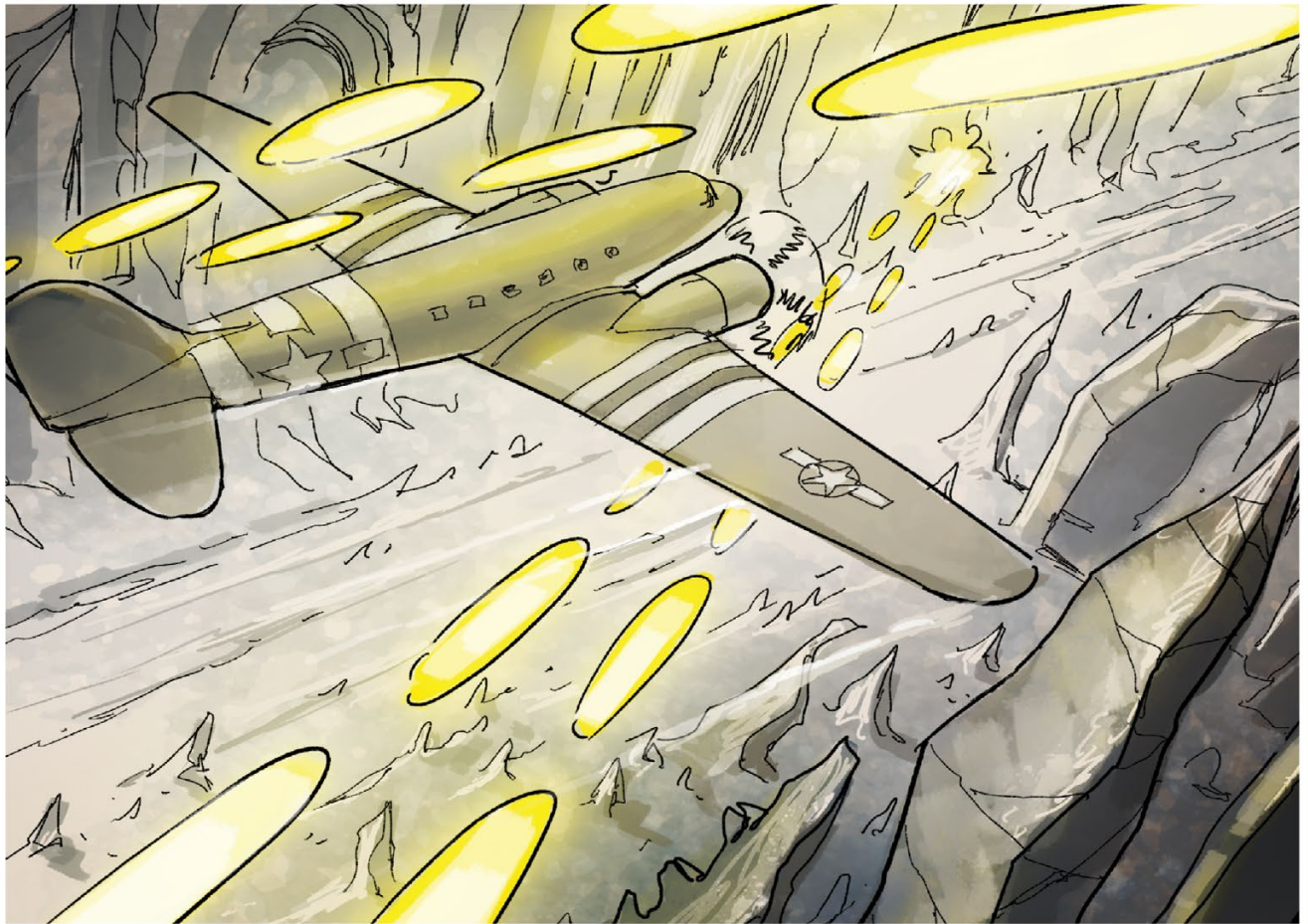
The Keeper should then make Spot Hidden or Listen rolls **C_{th}** / Notice tests **S_{av}** for the beings on the ground, as appropriate, to determine if the aircraft was actually detected. If the Keeper is in doubt about the Spot Hidden or Listen skills **C_{th}** / Notice skills **S_{av}** for the beings on the ground, it is suggested to use 50% **C_{th}** / d6 **S_{av}** for each skill. The reaction varies depending on the type of creature that detects the plane.

Similarly, if the plane can be spotted, it is possible that the investigators also observe activity on the ground. The Keeper should then allow all of the investigators with a view of the ground to make a Spot Hidden roll **C_{th}** / Notice test **S_{av}**, with success letting them see who's down there.

If the investigators' aircraft is spotted, the Keeper should determine the appropriate response depending on the result of the encounter roll. Natural creatures and most of the Mythos entities are largely disinterested in the arrival of more humans, while German soldiers serving Black Sun likely sound an alarm and respond in force. Elder things, however, take note, and may begin to make their way to the site of the landing to spy on the new arrivals. If the aircraft is spotted by members of *Nachtwölfe*, that faction could recognise the aircraft as belonging to the Allies, and may attempt to intercept the investigators before Black Sun can.

LANDING

Landing in the Elder City presents a challenge, but it is not insurmountable. To find a suitable landing spot, one of the investigators aboard the aircraft possessing a clear line of sight must make a successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** to find a stretch of ice that is flat and clear enough to accommodate the investigators' aircraft. If the roll is successful, a suitable makeshift landing strip is found. A critical success **C_{th}** / raise on the roll **S_{av}** finds a perfectly suitable spot, making the actual landing much easier. If the roll is unsuccessful, no landing place is found, and the aircraft must circle around the Elder City again. In the event of a fumble



Cth / Critical Failure **Sav**, the investigator spots what they believe is the perfect site, but it does not become apparent until the plane is descending that the intended landing strip is unsuitable, or even hazardous.

For any investigator who made a successful Spot Hidden roll **Cth** / Notice test **Sav**, the Keeper should ask for a Luck roll in addition to the first roll **Cth** / should ask the investigator to draw a card from the Action Deck. If the investigator has the Luck Edge, he draws two cards and uses the best; if he has the Bad Luck Hindrance, he draws two cards and uses the worst **Sav**. Success with the Luck roll **Cth** / a card of the red suit **Sav** reveals to the investigator the existence of Black Sun's airstrip, a modest but safe spot to land an aircraft, more than suitable for their needs. See Landing at the Black Sun Air Strip (following). Unless the investigators' actions have provoked a warning from Site 43 or elsewhere, the landing strip is deserted, seemingly abandoned. Landing on this strip is much easier than on a naturally-occurring space, and the Pilot roll **Cth** / Piloting test **Sav** to land (see below) should be unmodified.

Additionally, the pilot of an aircraft under fire from anti-aircraft guns must make a *Difficult* Pilot roll **Cth** / Piloting test with a -2 penalty **Sav** to avoid being in the line of fire. Each additional reconnaissance loop over the Elder City exposes the investigators' aircraft to the chance of being spotted and fired upon.

Landing the plane on the icy field that encases portions of the Elder City requires a successful *Difficult* Pilot roll **Cth** / Piloting test with a -2 penalty **Sav**. If the Spot Hidden roll **Cth** / Notice test **Sav** (above) was a critical success, then the roll is *Easy* **Cth** / the roll receives a +2 bonus **Sav**. The Keeper should describe this landing in as tense a fashion as possible, emphasising the low-hanging tendrils of mist, flurries of snow, and the sheer faces of the surrounding mountains, with the bizarre spires of the Elder City reaching up out of the ice here and there. If the Pilot roll **Cth** / Piloting test **Sav** is a success, the investigators land without incident. If the Pilot roll **Cth** / Piloting test **Sav** is a failure, the aircraft lands, but takes 2D6 Hit Points **Cth** / 2d6 points **Sav** of structural damage, enough to ensure that it will not be leaving without first repairing the landing gear. If the investigator fumbles the Pilot roll **Cth** / gets a Critical Failure on the Piloting test **Sav**, the landing gear hits a rough spot, tearing free and throwing the plane into a long skid, the wings bending and eventually breaking, but keeping the aircraft from tumbling over and over. All inside the aircraft who are not buckled in take 1D6 Hit Points **Cth** / 2d6 points **Sav** of damage, and those who are buckled in or otherwise secured take 1D4-1 Hit Points of damage **Cth** / half damage **Sav**.

Once the aircraft has come to a stop, the investigators can exit, though if they have been spotted by the German forces in the Elder City, they are either fired upon immediately or are in a race against time to find safety amongst the ruins. The Keeper should consult Arriving by Aeroplane on p.239 for more information.

Radio Free Antarctica

Now that the investigators are free of the Elder Tunnels, they very likely choose to attempt to radio home base, whether *Jeremiah*, a captured *Luftflotte Antarktika*, or elsewhere. At this altitude and so close to the Elder City, using the radio to signal the Allies, requires a successful *Difficult* Radio Operator roll **Cth** / Knowledge (Radio) test with a -2 penalty **Sav**. Success gives the investigators 1D6 rounds to communicate with the Antarctic Command Group, with a subsequent roll required for each additional 1D6 rounds desired **Cth** / with an extra 1d6 rounds for each raise on the test or for any subsequent successful tests **Sav**.

If radio contact is made and the Antarctic Command Group is apprised of the situation, Admiral Bell pledges whatever support the group can muster, as quickly as can be arranged. As Allied and Soviet forces are spread across Antarctica, they must coordinate and find a suitable refuelling station (likely Site 43, assuming it has been discovered and cleared), as well as determining which planes at their disposal are even capable of the ascent to the Elder City. As the investigators are no doubt aware, there are few aircraft with a flight ceiling high enough to reach their location, and even then they must hopscotch across the continent to maintain a fuel supply for the final leg of the flight.

Bell urges the investigators to continue onward, acquire as much information as they can about the nature of the city (as well as the scope and locations of Black Sun's operations within it), and to identify specific targets for strategic air strikes. Though he has given short shrift to the occult aspect of Black Sun's activities, he says that he has now heard enough to know that they must be stopped at all cost, and that all the military might in the world may be worthless if not for the actions of a brave few.

Help, he promises, is on its way, but all is for naught if the Allies are flying blind.

LANDING ON THE BLACK SUN AIRSTRIP

As noted, the investigators may have spotted Black Sun's small airstrip and decided to utilise it for their own landing. This is a sensible idea, as it is already flattened, cleared, and prepped for landings, and also has the advantage of being proximally located to other sites of interest. A pilot attempting to land on the Black Sun airstrip has an unmodified chance of landing, unlike the *Difficult* chance **Cth** / -2 penalty **Sav** for attempting a rough landing on a natural icy plain elsewhere.

The Keeper should determine whether the German forces stationed in the Elder City are aware of the investigators' arrival. If they are spotted and the investigators' aircraft is of Allied manufacture, the German forces sound an alarm which echoes mournfully throughout the entire Elder City, resonating disturbingly along the mountain peaks and bringing their forces to a full state of alert. Soldiers rush to man the anti-aircraft gun emplacements and attempt to pick the aircraft off before it lands, and a 10-man squad of German Infantry Soldiers (KG, p.32) in full winter gear (providing an additional 1-point of armour **Cth** / adding 1 point of armour to their Toughness **Sav**) converges on the airstrip to resist the incursion into their territory.

If the aircraft is of German manufacture (commandeered at *Luftflotte Antarktika* or Site 43), the Germans attempt to establish radio contact. The radio shack is in the main camp of the Black Sun base in *Neu Berlin*, on *Nordeninsel* (see p.311 for more information). Investigators attempting to infiltrate the base are free to impersonate German officers, and if they have a willing accomplice along such as the *Nachtwölfe* commander Wernicke, this is much easier. The Keeper should determine what the outcome of such a ruse is, increasing the potential tension if desired. An unscheduled arrival is unusual, and the Germans are wary.

It is an ur-city, an ancient and
dreadful metropolis lingering in
human consciousness, against which
all other cities are judged.

Based on previous events, if the radio operator is aware that Ritscher Station and other German bases in the South Polar Region have been compromised, the operator is almost certainly suspicious of this unannounced visitor. It is possible that the aircraft contains high-ranking refugees from the attack, so it is best to be cautious, unless the investigators' story is implausible. The German radio operator may seem to cooperate, requesting the investigators circle around again whilst buying time for his fellow soldiers to man the anti-aircraft guns, or scramble an intercept team to the airstrip. A seemingly-cooperative hostage aboard the investigators' aircraft may suddenly try to shout into the radio that the aircraft is full of "Amis" or "Tommies" (German slang for American and British forces) and that they should be shot out of the sky. Refusing to engage in radio contact with the Germans is dangerous, but might actually help get the investigators' aircraft onto the ground unharmed: the ground forces do not wish to shoot commanding officers down because of an inoperative radio. Better to let them land and shoot them then.

The Keeper should consult German Gun Emplacements on p.284 if the investigators' aircraft is targeted, and potentially the rules for vehicular combat on pp.159–170 of the KG.

Parachuting into the Elder City

An alternative to landing is for the investigators to parachute into the Elder City. This saves them the difficulty of finding a suitable landing strip, but it also means that they must wait for a later aircraft to land or possibly find their own way out of the Elder City. Perhaps such thoughts are far from their minds, and can be dealt with once Black Sun is stopped. In any case, if the investigators are attempting to enter the Elder City via parachute, the Keeper should determine what sort of reception they receive, with the pilot making a Luck roll **Cth** / drawing Action Cards for luck **Sav** as described in the section above, with failure allowing any nearby German ground forces to make Spot Hidden and Listen rolls **Cth** / Notice tests **Sav** to determine if they're even in a position to notice the aircraft, and then to determine if they actually see or hear it.

If the aircraft is spotted by German soldiers, parachuting investigators must contend with long-range rifle fire (the skill chance is quartered due to the extreme distance), and heavier fire from the small gun emplacements established to ward off enemy aircraft.

Cth The modified chance for a German Infantry Soldier (p.32 of the KG) is 13%, and for a SS Panzergrenadier (p.310 of this chapter) the chance is 12%. If investigators are catching fire from a machinegun emplacement (see p.287), the chance is equivalent to 7% for Infantry and 8% for SS Panzergrenadiers.

Sav In all cases the penalty to the enemy rolls is –4 due to the extreme distance.

Assuming the investigators are able to make it down relatively safely and intact, the Keeper should roll on Table 19: Random Points of Interest on p.278 to determine what the investigators land near. The normal rules for parachuting are used to determine how close to their desired location—and how safely—they land.

THE ELDER CITY

"The nameless stone labyrinth consisted, for the most part, of walls from ten to one hundred and fifty feet in ice-clear height, and of a thickness varying from five to ten feet. It was composed mostly of prodigious blocks of dark primordial slate, schist, and sandstone—blocks in many cases as large as 4 × 6 × 8 feet—though in several places it seemed to be carved out of a solid, uneven bed-rock of pre-Cambrian slate. The buildings were far from equal in size, there being innumerable honeycomb arrangements of enormous extent as well as smaller separate structures. The general shape of these things tended to be conical, pyramidal, or terraced; though there were many perfect cylinders, perfect cubes, clusters of cubes, and other rectangular forms, and a peculiar sprinkling of angled edifices whose five-pointed ground plan roughly suggested modern fortifications. The builders had made constant and expert use of the principle of the arch, and domes had probably existed in the city's heyday.

“The whole tangle was monstrosly weathered, and the glacial surface from which the towers projected was strewn with fallen blocks and immemorial debris. Where the glaciation was transparent we could see the lower parts of the gigantic piles, and we noticed the ice-preserved stone bridges which connected the different towers at varying distances above the ground. On the exposed walls we could detect the scarred places where other and higher bridges of the same sort had existed. Closer inspection revealed countless largish windows; some of which were closed with shutters of a petrified material originally wood, though most gaped open in a sinister and menacing fashion. Many of the ruins, of course, were roofless, and with uneven though wind-rounded upper edges; whilst others, of a more sharply conical or pyramidal model or else protected by higher surrounding structures, preserved intact outlines despite the omnipresent crumbling and pitting. With the field glass we could barely make out what seemed to be sculptural decorations in horizontal bands—decorations including those curious groups of dots whose presence on the ancient soapstones now assumed a vastly larger significance.

—H.P. Lovecraft, “At the Mountains of Madness”

Antarctica is frequently called The End of the World, the terminus at which all longitudinal lines converge. This name has never felt more suitable than now, as the investigators experience firsthand this solemn testament to a civilisation that was once as far above humankind as humans are to ants, yet now, and for time beyond comprehension, has laid low and in desolate ruin, crushed beneath a boot fashioned of antiquity and hubris.

The city is vast, almost a hundred miles (160km) across at its widest point and 40 miles (64km) wide at its broadest, utterly filling the valley and hilly lowlands between several vast mountains, carved into the sides of the mountains and onto the ridges themselves, relentlessly filling all of one's range of sight with its grandeur and its desolation, until tapering out at the edges, ending in small clusters or solitary structures and then giving way to the rugged surrounding terrain. It was (and still is) bisected by a great river that winds down from the heights of the surrounding mountains, reaching its end elsewhere in the great range. The elder things accommodated this natural feature into their city, carving gigantic, barrel-shaped Cyclopean columns whose appearance recalls that of the elder things themselves. Overall, it conforms to that river for much of the city's length, though now the river is naught but an icy plain dotted with rubble from the buildings to either side, and rough stone brought down from the surrounding mountainsides.

Much of the city's expanse is buried within a sheet of ice of up to 50 feet (15m) deep at its thickest, though thinner and even nonexistent in other places. The tops of buildings, towers, and spires protrude throughout, some with curious ice formations where the moving ice sheet flowed around rather than pushed down, forming layer upon layer of wave-like patterns. Many buildings engulfed with glaciation lost their roofs and were filled in with ice. Other towers that retained

their roofs, or had few windows, are still empty of ice and can be used to travel from the surface down to ground level. Descending through one of these structures, one may find ways that are clear of ice, through which the lower levels may be accessed. However, the still-intact walls and buildings themselves form a veritable maze, jutting upwards to heights of as much as 150 feet (45m), though sometimes as low as 10 feet (3m), making it difficult to navigate while at the city's ground level.

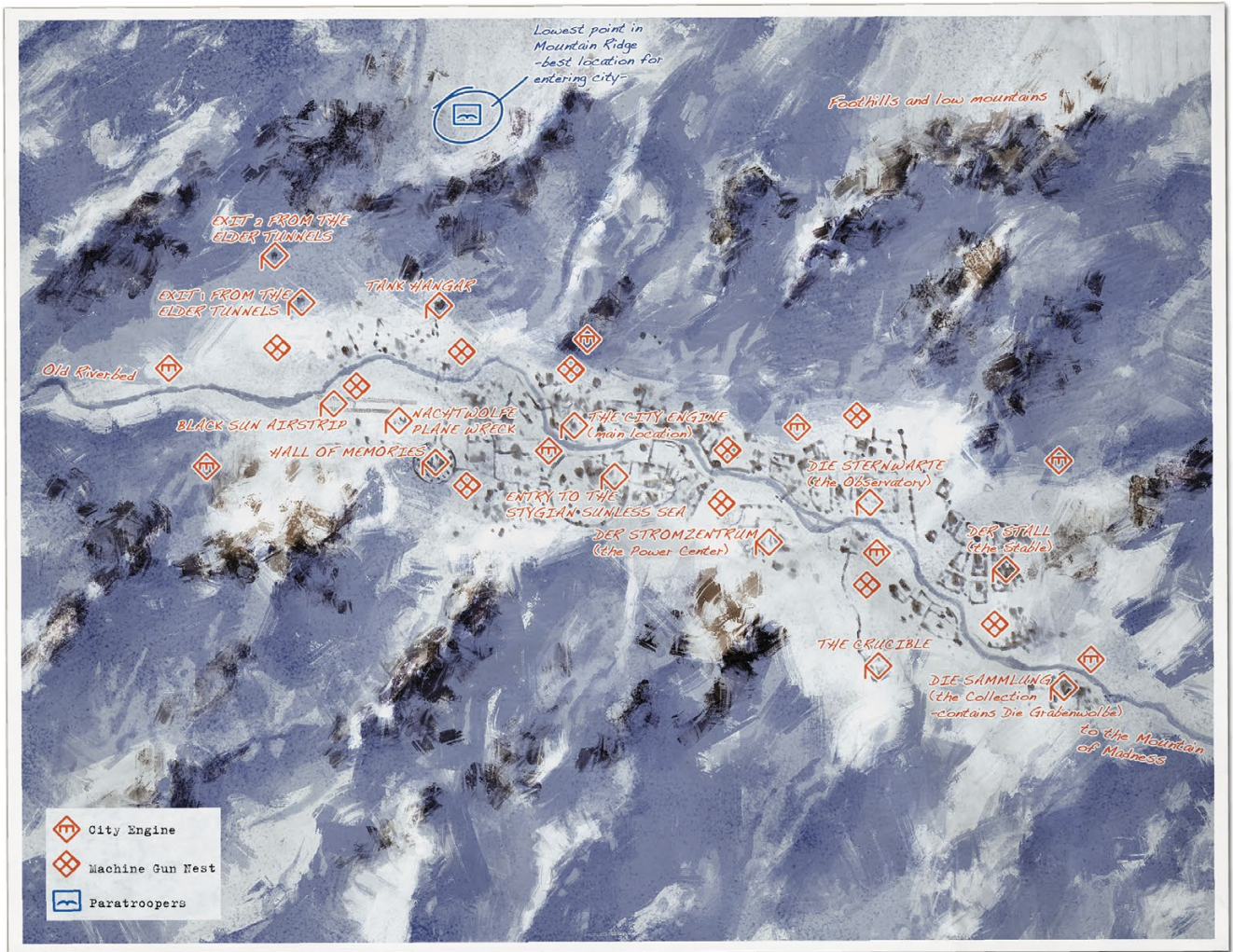
Wide open public spaces are found aplenty within the streets of the Elder City, sometimes as large as half a mile (.8km), and those that are uncovered by the glacial sheet are usually five-sided, with wide nearby streets converging at their points, apparent centres of activity and social congress. These are often filled with rubble, placed there by the tides of ice that have flowed over and through the city, pushing debris forward or pulling it along in the glacial wake.

Common Visual Themes

When describing the Elder City and its structures to the investigators, the Keeper should keep the following visual characteristics and themes in mind:

- **Three-Dimensional Beings:** Everywhere in the still-intact buildings and even the partial ruins are windows, either with arched tops or entirely circular, about four feet wide and five feet high (1.2m by 1.5m) spaced evenly or irregularly, used as means of egress. These are a testament to the elder things' ability to fly as much as they could walk or swim.
- **Dark Passages:** In addition to their dominance of the ground, sky, and sea, the elder things were adept at dwelling underground. Much of the city is carved into the mountains and hills, and many buildings feature carved caves or tunnels bored into the rock walls, leading into underground fastnesses, store-houses, and labyrinths. Often, streets or avenues lead into tunnels entering the sides of mountains (and perhaps through, or back out), or through the low foothills. Whether the investigators think the strange metropolis empty or inhabited, these black holes in the apparent tapestry of the city are ominous and full of lurking dread.
- **Shades of Black:** The primary building material of the city appears to be black slate, schist, or dark sandstone, making the entire place gloomy and almost monolithic as a structure of dread. It is unknown whether the elder things painted their walls, if decor offered some relief from this ever-present darkness, or if the strange beings were able to perceive a much finer gradation of colour, but to the human eye, the dominant colours are black and grey, broken only by the occasional splashes of green soapstone and the white of glaciation and snow.
- **Cyclopean Blocks:** Much of the city is constructed of blocks around five feet (1.5m) thick, precisely shaped

THE BLACK RUINS



(though weathered in places), and so carefully fitted that no mortar was required. These are everywhere, and when they are not still stacked in place as they have been for millions of years, they are scattered like children's toys, picked up and moved by glacial tides and deposited wily-nilly elsewhere.

- **Carved into Stone:** Though a majority of the city is indeed made up of stone blocks, some portion of it is also carved into the sides of mountains and hills, or the pre-Cambrian slate of the hills were carved away to leave only the desired structure.
- **Many Shapes:** The elder things were intellectually diverse and did not hold to any particular architectural style or pattern (or their tastes simply varied over the millions of years the city was under construction). Because of this, the city boasts a variety of building shapes, from traditional rectangles and squares, to honeycomb-style clusters of five-sided buildings (more on this below), conical and cylindrical towers, spherical buildings, pyramids with varying numbers of sides, and ample evidence to see that the arch and dome were as common to them as it was to human architectural development.

- **Bridges:** Many of the high buildings and towers featured bridges with impressive spans, far above ground level or lower. Some of these are still intact, while others are partial and the rest have been torn away entirely by the movement of glacial floes around the city streets, or collapsed due to the unceasing pull of cruel gravity. Some of these were tubular while others were mere platforms open to the sky.
- **Fixtures:** Though little remains of the metal or wood that was used for their doors, the elder things had a society that would seem eerily familiar to modern American or European visitors. Some windows still boast shutters of now-petrified wood or hold clear panes of a glass-like, translucent substance. Dyer and Danforth reported the signs of door-hinges and the evidence of fixtures set into walls and ceilings, suggesting that the elder things had many of the amenities of modern homes.
- **The Rule of Five:** An obvious connection can be made between the quintuple configuration of the elder things (five tendrils, five "arms", five wings, five eye-stalks, etc.) and their predilection for five-sidedness in their architecture, much like humankind tends to favour structures constructed around fours. It is common in the elder city

for buildings and courtyards to be pentagonal or star-shaped, or have five ridges, or some other usage of the principle of five-sidedness. This can even play tricks with the mind due to its omnipresence, and should an investigator go insane while in the city, they might be stricken with *quintaphobia* (or *pentaphobia*), fear of the number 5.

*What sciences could we discern had
we the senses to understand? - Parker*

A Vertical History

Across the various surfaces, the presence of horizontal bands is quite noticeable. Up close, it is apparent that these are the decorative *bas-relief* carvings that depict the culture and history of the elder things, featured prominently inside and outside of buildings at varying heights, though usually of the same thickness. This mural-style band is roughly one yard (or metre) in width, and usually alternating with thinner bands of apparently decorative geometric arabesques of astonishing complexity (based on the principle of five). These

Communicating a Sense of Wonder

The Elder City should be the most incredible thing the investigators have ever laid their eyes upon. However horrifying, it is the experience of a lifetime: an “alien” metropolis, older than anything known to humankind, at a scale grander than anything humanity has ever accomplished. And yet it has been in ruins for longer than any landscape the investigators may have ever seen. The Keeper is strongly encouraged to read (or re-read) H.P. Lovecraft’s original novella “At the Mountains of Madness” as a refresher before embarking on this phase of the campaign. Dyer and Danforth’s impressions of the Elder City are an invaluable inspiration when describing the investigators’ experiences there.

This kind of size and antiquity is not just something to behold: *it imposes itself on the viewer*, commanding attention and forcing a re-evaluation of the sense of humanity’s role on Earth and in the universe at large. This is the truest manifestation of the Cthulhu Mythos: that it forces humans to confront that all that they have known, striven for, accomplished, and ever hoped achieve is but a single speck of sand in a sprawling black desert of time.

The Keeper should strive to emphasise this comingled sense of awe and dread. When a specific location is first entered, the Keeper should provide its description, emphasizing the uncanny enormity of the place, also reminding the players of the extremely harsh, desolate environment. Remind them that nothing here is mundane, or as it is back home. The Keeper should not overdo it, but at selected times when the investigators travel somewhere or carry out a task, the Keeper might consider an observation or descriptive comment that reiterates some aspect of the location. A list of topics and possible comments follows:

- Nothing here was built by or for human beings, and as such, architecture has a wrongness of proportion and a scale that is hard to define.
- There is no sense of ergonomic design here. The elder things had a grasp of line and form beyond that which humans can easily comprehend.
- Physics themselves seem to be untrustworthy. What appear to be parallel lines converge, angles occasionally look incorrect, and shapes are difficult to define or categorise.
- Distances are difficult to estimate. A certain feature, such as a door or window, grows smaller as the investigators draw nearer.
- Minor visual hallucinations are commonplace: surfaces that seem to be utterly flat are obviously and inexplicably curved.
- Shapes and configuration of some elements of the ruins seem to redefine themselves as the investigators draw nearer. *For example, a convex rise in a basalt floor may, upon closer examination, contain a pool of ice, as if it were concave.*
- Sounds echo strangely, sometimes distantly and sometimes almost as if the investigators are hearing their own voices repeated immediately in their vicinity, despite the lack of nearby reflective surfaces.
- Even more distressing, the most numerous foes the investigators encounter in the Elder City are human, creating a strange *frisson* when the sight of Nazis and Black Sun cult soldiers are almost welcome. Half a decade of open aggression and demonising Germans as the enemy suddenly jars as they are seen as fellow human beings in the midst of an all-too-alien world.

For inspiration describing the strange and twisted architecture of the Elder City, the Keeper may consult the work of M.C. Escher, particularly the drawings entitled “Ascending and Descending”, “Convex and Concave”, and particularly “House of Stairs”. Among others, these best capture the architectural optical illusions that the investigators will encounter. Additionally, the paintings of Nicholas Roerich, particularly his Asian-themed ones, were inspirational to H.P. Lovecraft and frequently referenced in “At the Mountains of Madness”.

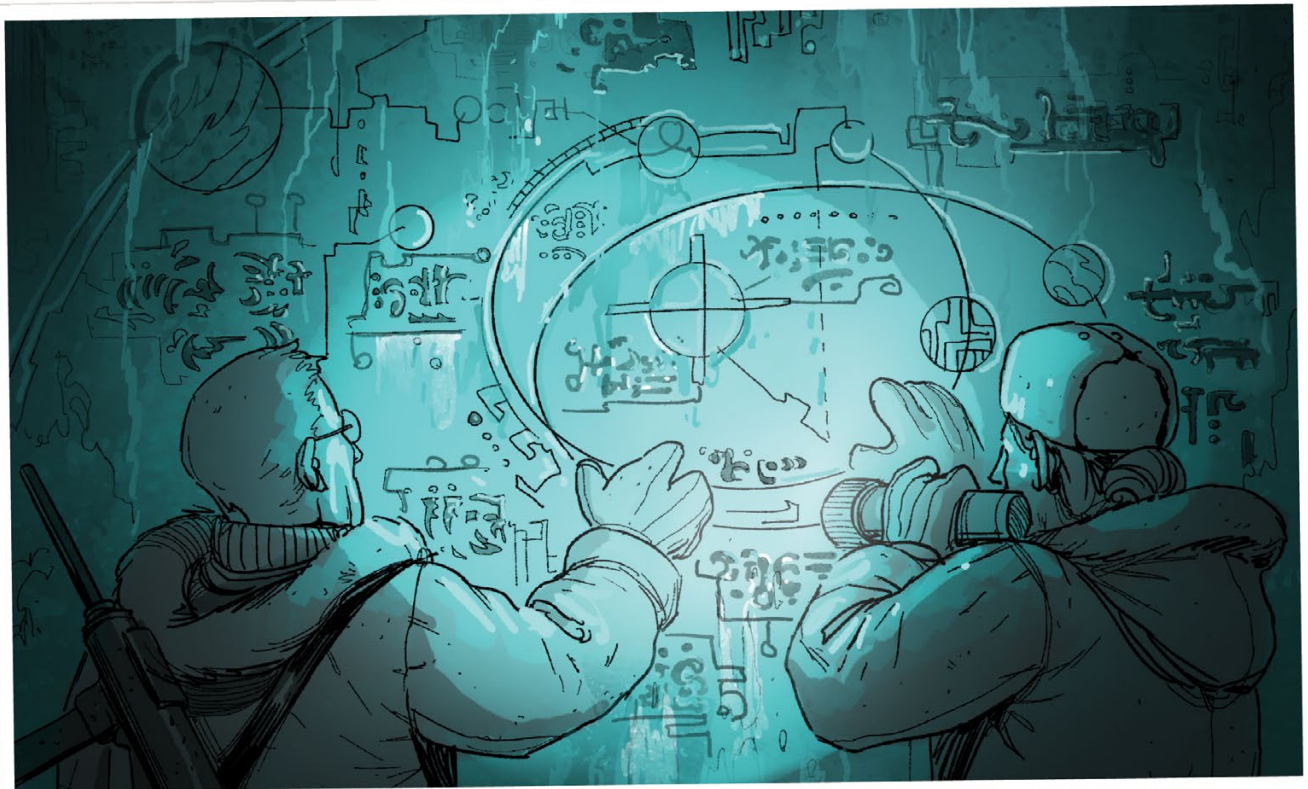
alternating bands are often marked with small cartouches of the dots that make up the elder thing script, and feature long and parallel lines carved directly into the surface, sometimes to a depth of one or two inches (3 to 5cm). The higher the building or wall, the more of these murals and alternating bands it features. It may have been the case that these bands were organized according to some overall design, intended to be read in tandem or in a particular order, but the intervening ruination of the city and the obstructions of ice and rubble make such reading impossible, and therefore lost to history.

The rise and fall of many human civilisations are depicted, including many long-forgotten ones that human archaeology has yet to discover.

These carved murals themselves are executed (with a few exceptions (see below)) with uncanny accuracy and attention to the most minute details, utilizing a rigid tradition combining forced perspective with cross-section, hinting at altogether alien modes of processing visual information. In some of the deeper depressions of these murals, in the more preserved areas of the city, fragments and hints of colouration are still visible, indicating that these were once vividly colourful and portrayed a less-sombre life, much like the ancient carvings in Greece, Rome, and Egypt once boasted bright hues, now long lost to the effects of weather and time.

The murals feature an astonishing variety of subjects, covering the elder things' immense scientific achievements, their ancient history, their wars with the other races that attempted to claim the Earth for their own, and their culture. Their science is displayed to great effect, boasting an understanding and breadth of knowledge in fields such as astronomy, biology, physics, mathematics, engineering, chemistry, government, sociology, and so forth. Their own physiology and that of the shoggoths is depicted in scrupulous detail, giving the readers an in-depth look at their astonishing physical capabilities, habits, and hinting at tremendous adaptability. The rise and fall of many human civilisations are depicted, including many long-forgotten ones that human archaeology has yet to discover. The elder things' interaction with humankind is depicted as figures of fear, giving legends to them as abominable snowmen, or even demons. Additionally, their maps of the world as it changed over the epochs of their civilisation are breathtaking in their specificity, cataloguing with incredible detail the changing face of the Earth's continents due to forces such as plate tectonics and climate change.

The sole exception to the evident craftsmanship and precision noted above is in the quality of those bands made by the elder things as their race degenerated, often continuing from previously carved murals. These show a general sloppiness and less-slavish attention to detail, almost as if blurring and becoming less distinct, more uncertain and lacking the prior focus.



Should the investigators wish to spend a portion of their time deciphering the bands in the same manner as did Dyer and Danforth, the Keeper should allow each investigator attempting to do so an Idea roll **Cth** / Smarts test **Sav** per four hours spent so focused. Success yields a gain of +1D3 points in the Elder Thing Lore skill **Cth** / one die level in the Knowledge (Elder Thing Lore) skill, keeping in mind that the Knowledge (Elder Thing Lore) skill cannot be more than one die level above the Knowledge (Mythos) skill **Sav**, also requiring a Sanity roll (0/1D3 SAN loss) **Cth** / a Horror test **Sav** to represent the gradual degradation of stability when confronted with such a monolithic achievement of a civilisation that dwarfs that of humankind. Details of the information provided in such study are addressed briefly in the **Introduction** of this campaign and in greater detail in the original story “At the Mountains of Madness”. If desired, the Keeper should use that work as a reference, perhaps quoting pertinent passages from it.

The Mountains of Madness

Barely depicted in the murals of the elder things is a great mountain range located tens of miles away from the Elder City, beyond the mountains that surround it, yet looming over even those, visible most starkly when approaching the city over land or in the air. Members of the Pabodie Expedition dubbed this particular range “the Mountains of Madness;” fearsome peaks that reach higher than any others on Earth, and emanate an almost palpable dread. Some of the elder thing murals hint at electrical storms playing about their crests, and a strange pillar of light emanating from the grandest of these mountain tops.

To the elder things, the Mountains of Madness were something to be avoided, wilfully blocked from conscious thought and shunned. Some of their murals show cities being built in the region that now makes up those mountains: thriving metropolises that crumbled and fell into decrepitude far too early, and were found curiously deserted all at once, the inhabitants missing and without trace of their passage. An astute viewer notes that the elder things’ murals go out of their way to avoid depicting the Mountains of Madness, whenever possible, to an almost absurd degree, merely suggesting them when it is absolutely necessary to indicate their presence.

As such, the Keeper should emphasize the presence of these mountains, this baleful range of stone and ice that has loomed overmuch in the elder things’ consciousness, a pernicious and ever-present spectre that insidiously contributed to their lassitude and eventual downfall. When the investigators are at a high vantage point, it is useful to note the dread-capped Mountains of Madness off in the distance, instilling in the investigators a sense of premonition that the time will come when the great mystery about these peaks will be revealed.

TIMELINE OF EVENTS IN THE ELDER CITY

When running the events of this chapter, the Keeper should keep in mind Helmut von Moelke the Elder’s adage about plans and the enemy (quoted on p.77). It is next-to-impossible to define a specific flow of likely events due to the many variables prior to the investigators’ arrival in the Elder City. Has Black Sun been warned that the Allies are on their way? How much do the investigators know about Black Sun’s plot? Are the Allies in a position of strength, or has the battle turned against them? Do the investigators have with them a *Nachtwölfe* turncoat, such as Wernicke? Are the investigators arriving undetected via plane or the Elder Tunnels, or is their arrival anticipated?

This makes a rigid, episodic adventure impossible, and as with previous chapters in this campaign, the Keeper is provided with an overall structure to handle the investigators’ movement through the Elder City, a wide range of potential encounters and foes, and information on all involved factions’ goals and possible responses to the investigators, as well as any events they might provoke.

The timetable below presents a possible series of turning points that might transpire in the Elder City once the investigators arrive, a framework with which the Keeper can improvise any alternate outcomes or variations. The Keeper is encouraged to adapt this suggested timeline to suit the actual events the investigators’ actions have set in motion.

- The investigators arrive in (or adjacent to) the Elder City via the Elder Tunnels (see p.238) or in an aircraft (p.239). They may encounter German resistance, or enter the city discretely.
- If they manage to enter the Elder City undetected, they can begin exploring the ruins in search of Black Sun (see p.256 for encounters and p.285 for key locations). If the investigators enter and are detected, the city becomes a battleground, with German soldiers and Black Sun forces searching the city streets for them (see p.257 for German encounters).
- One of the investigators is contacted telepathically by an elder thing, and learns the nature of the God in the Mountain and the city’s role in keeping it dormant. See *Tea with the Elder Things* on p.275 for more information.
- The investigators encounter agents of *Nachtwölfe*, who propose a truce, revealing key information about Black Sun and its goals. See *Cold War: Nachtwölfe* vs. Black Sun on p.252 for more information on this.
- The investigators discover and explore *Der Stromzentrum* (“The Power Centre”) and *Die Sternwarte* (“The Observatory”), described on p.292 and p.289, respectively.

Black Sun's Plan

When Exarch Weissler received reports from the *Neuschwabenland* and Pabodie Expeditions, he knew that Black Sun's ultimate goal lay dormant within the Mountains of Madness. Believing the entity described to be a sleeping avatar of Azathoth, he put all available resources to the task of exploring the Elder City and discovering a means of awakening the God in the Mountain.

He hypothesized that some force was keeping the God in the Mountain dormant, draining it of the vital spark of life it that would revivify it and allow it to free itself from its prison within the Mountains of Madness, shattering the stones and heralding the dawn of the Black Sun.

German exploration of the city revealed the extensive architectural mechanisms that served to keep the God asleep, siphoning energy from it to maintain its comatose state. Though aeons of neglect had degraded the grand machines until they were barely operational, there was enough functionality remaining to serve the desired purpose: keeping the God within the Mountain rather than unleashing it upon the world.

At first, Black Sun's scientists thought the ideal method of waking their sleeping deity would be to simply disable the city's engines and allow nature to run its course, with the god eventually regaining enough energy to awaken of its own accord. However, on a visit to the Elder City, Black Sun Prior Reiner Lang realised that this would not be enough, and that it would take a more considerable expenditure of energy to rouse the slumbering titan. Lang, together with *SS-Sturmbannführer* Griess, concocted a plan to utilise the vast network of occult architecture the Elder City is constructed around to do the reverse of what it is intended: essentially jump-starting the God in the Mountain rather than keeping it asleep.

To accomplish this, Lang and Griess hypothesised that it would take a massive expenditure of psychic energy (Magic Points), combined with a measure of raw energy beyond anything the Germans could muster. Mere force could not do it: the combination of power and psychic energy would

be required to create a "psychic scream" that could not be ignored, simultaneously rousing and charging the God in the Mountain with a reservoir of Magic Points that it could use to free itself and bring about the new age of humankind, one in which Black Sun would rise ascendant.

The specific plan, as formulated by Lang and Griess, and approved by Weissler, is that five Norns, from within a facility known as the Focal Chamber (p.317), will send out a psychic "signal" which will be magnified a thousand fold within the *Die Stromzentrum* (p.292), sent outward to the Elder Towers (one of which is described on pp.167–177), each broadcasting an incredible psychic assault upon all humanity, each tower aimed at one-fifth of the world's population. Though the assault will strike every man, woman, and child alive, it is not so powerful that it will kill everyone, but Black Sun's estimates are that it will easily eliminate millions of people around the globe — a fraction of the 2.2 billion human beings alive at the time — but more than enough to serve the purpose of waking the sleeping god.

This plan is not known to the upper echelon of the Third Reich, who believes that Black Sun is at work seeking a new centre of operations to continue the war should Europe fall and the leaders be forced to flee. Promises made by Black Sun hinted at super-weapons to give the Germans an advantage over the Allies, but these failed to appear, and the only things coming out of the Elder City were curious artefacts of limited use and an all-too-parsimonious supply of *Blauer Kristall*, enough to whet the appetite of *Nachtwölfe*, but not satisfy it.

However, the Germans are not altogether on the same page. Hitler and German High Command believe that Griess will oversee *Neuschwabenland* as the last holdout of the Third Reich. Black Sun is expecting her to wake the sleeping god and see that the apocalypse they desire comes about. *Nachtwölfe* suspects the true nature of their plan and has infiltrated Black Sun with the intent to betray them and stop the psychic scream. And the woman at the centre of it all, *SS-Sturmbannführer* Matilda Griess, has plans of her own...

- The investigators find and enter *Die Sammlung* ("The Collection," described on p.300), where they may encounter *SS-Sturmbannführer* Matilda Griess, the Black Sun Master responsible for enacting Black Sun's grand scheme. They may also explore *Das Grabgewölbe* ("The Vault", p.325).
- If Griess becomes aware that the Allies (in the form of the investigators) have infiltrated the Elder City, she orders a full alert, scrambling all her troops to track them down. See p.257 for a description of German patrols.
- Black Sun-supporting German forces, fleeing from the Allied assault, begin (or continue) to arrive in the Elder City, seeking refuge. The Keeper should see Refugees and Reinforcements on p.252 for more information.
- If they are able, the Allies (with or without *Nachtwölfe*) launch an airstrike against Black Sun's base in the Elder City, and Black Sun responds, mustering all military and Mythos resources at their disposal. The investigators are caught in the midst of this epic conflict! See Air Strike on the Elder City on p.342 for suggestions on how this might play out.

- Griess (or another of her Black Sun loyalists) attempts to activate the psychic scream to awaken the God in the Mountain (see p.206). See Confronting Griess on p.348.
- If the investigators stop Griess but are unable to kill her, she flees to the Mountains of Madness, seeking another chance at awakening the God in the Mountain. Black Sun Defeated: Exeunt, Stage Left on p.346 describes this outcome.
- If Black Sun is successful, the mountain shatters as the God in the Mountain ends its aeons-old slumber. The investigators are killed instantly, along with most of the Allied and German forces in Antarctica and a large portion of the Earth's population. The god busies itself finishing the job of eradicating humankind and subjugating the planet. See p.347 for a description of this ultimate outcome.

Should this chapter end with Black Sun stymied in the Elder City, the investigators are likely in league with the unlikeliest of allies: *Nachtwölfe*. Black Sun has gone where the God in the Mountain slumbers, and it is here that this campaign concludes, paving the way for *Bye Bye Baby!*, the next exciting phase of the *Achtung! Cthulhu* line of products.

Cold War: *Nachtwölfe* vs. Black Sun

The ongoing state of discontent that has brewed between these two rival factions since *Nachtwölfe*'s inception, when Mina Wolff broke rank with Black Sun and formed her own secret society, has now come to its bitter bloom in Antarctica, the site of the last redoubt of the Third Reich. Suspecting all along that Exarch Weissler's agenda elevates Black Sun above the cause of the German people, Wolff's *Nachtwölfe* has been quietly preparing for the day when they would openly oppose Black Sun. As the relationship in the South Polar Region between Thaler and Wernicke, leaders of Black Sun and *Nachtwölfe*, cooled and eventually froze, all of *Nachtwölfe*'s forces in this cold new world readied themselves to eventually turn on Black Sun and throw them down, unseating their leaders in Antarctica and putting a stop to their insane plans of global annihilation.

THE WOLVES AMONGST US

One of Mina Wolff's more daring subterfuges has yet to be revealed: a group of *Nachtwölfe* loyalists have infiltrated Black Sun's ranks, working alongside them and learning their ways, aware of one another and preparing for the day if they are called to strike against Black Sun from within. Once Black Sun's attention began to focus on Antarctica, and word reached Germany of the Elder City, Wolff sent orders to her division of Black Sun infiltrators that they should do all they could to get to *Neuschwabenland* without revealing themselves.

Now, there are at least two dozen *Nachtwölfe* troops embedded within Black Sun forces in the Elder City, unbeknownst even to *Oberst* Wernicke at *Luftflotte Antarktika*, so deep was the secrecy of their mission. Should they receive the order to strike, these elite troops have been instructed to don gas masks in order to recognize one another, and to begin a campaign of sabotage and outright insurrection, attempting to assassinate Griess and seize control over the German forces stationed in the Elder City.

These men, called the *Teutoborgkommandos*, are named for the infamous Teutoborg Forest in northern Germany, site of the Battle of Teutoborg in 9 A.D. This combat, also called the Varian Disaster by Roman historians, marked the uprising of Germanic tribes against invading Roman forces, a loss considered by many to be Rome's greatest defeat. Wolff chose the name to emphasize the allegiance to traditional Germanic values, as well as signalling the defiance against a hated invading force. This name is never written, not engraved on any pins or stitched into any uniforms, and is only known by word of mouth.

LUFTFLOTTE ANTARKTIKA TO THE RESCUE

If the investigators are working alongside Wernicke, these troops recognise her at once and do what they can to either free her, or to parlay with her captors, offering her their service. Whenever the Keeper has the investigators battle Black Sun forces, there is a 10% chance that one or more of them are one of these deep-cover *Nachtwölfe* loyalists (the Keeper can roll for this or decide to introduce them, as desired). These infiltrators may turn on Black Sun forces fighting alongside them, proposing a temporary truce with the investigators, and at the very least offering information about Black Sun's operations within the Elder City.

The highest-ranking *Nachtwölfe* operative in the Elder City is *Hauptmann* Tobias Fischer, a *Stärkmeister* (KG, pp.106–107). His Atlantean equipment—force plates and power pack—is concealed within his footlocker, and he is disguised as one of the *SS-Panzergranadiers*. The others are a mix of Field Testers, Snipers, Field Researchers, and even Scientists, as described in the KG on pp.108–110. They have infiltrated Black Sun's operations in a variety of roles, providing scientific consultation, logistical expertise, or simple military effectiveness. The *Nachtwölfe* infiltrators are described in an encounter on p.263, but the Keeper may choose to introduce them in another manner, rather than being determined randomly.

Refugees and Reinforcements

The Allied-Soviet assault on Ritscher Station, *Luftflotte Antarktika*, and countless other German bases throughout Antarctica has led to an exodus inland. Many German soldiers are racing across the icy continent, fleeing as base after base falls, or a more charitable view has them retrenching to

Advice to the Keeper

KEEPING TRACK OF EVERYONE

The enormity of the Elder City and the options available for exploration and encounters, including the various factions at work therein, can prove overwhelming for almost any Keeper. This campaign's **Introduction** and **The Shores of Death** provide useful advice for the Keeper in handling large-scale tasks and major events, including a variety of shortcuts and methods of keeping track of who is doing what, and the Keeper may wish to review those sections prior to embarking on this chapter.

One invaluable bit of advice would be to review the encounters and locations described in the Elder City and determine them beforehand, rolling randomly or choosing them as desired, creating an ordered list of preselected sights and events for the investigators to encounter, rather than determining them on-the-fly as the players are watching. Because the investigators should feel the urgency of their mission, having them whiling away hours of time on seemingly random encounters and digressions will prove frustrating or tedious.

Though many (if not all) of these encounters build on the overall story being told, emphasising the grand scale of Black Sun's operation and the tininess of humankind amidst the physical evidence of the Mythos, a block-by-block exploration of the city may provoke the opposite reaction, with the players feeling lost in the midst of an unreachable maze, all-too-far-away from the desired conclusion.

To this end, it is always useful for the Keeper to utilize hints or encounters that lead the investigators to a potentially-useful destination. If the investigators are wandering around in the ruin of the city, without any clear goal, the Keeper may have a German aeroplane fly low overhead, leading the investigators to the German airstrip and letting them follow the passengers to a valuable Black Sun site. Alternatively, the investigators may find themselves close behind a German patrol, able to follow the soldiers back to their base. A Keeper wishing to improvise may even engineer a capture of the investigators, where they are taken to the very site they are seeking.

The scale of the threat Black Sun possesses may prove daunting to the investigators, with several full camps of German soldiers and cultists ready to oppose them. To help allay this feeling, the investigators may be contacted by the group of *Nachtwölfe* infiltrators as they prepare an assault on one of the key Black Sun sites. The elder things are readying their own attack against Black Sun, and are desperately in need of human agents and a full understanding of the forces they are arrayed against. More comfortingly would be the voices of Allies such as those in the Antarctic Command Group, radioing the investigators to alert them to a wave of aircraft en route to the Elder City, or asking for coordinates to reconnoitre with squads of soldiers newly-arrived in the ruins.

better-defensible locations. Only the commanding officers of some precious few of these bases are aware of the existence of the Elder City and Black Sun's work therein, but those that know have ordered their forces into full retreat. Now a small but steady stream of aircraft, dogsleds, and tracked vehicles move inexorably towards the Elder City, a potential source of re-enforcements to those stationed there, creating an increasingly dangerous environment for the investigators.

Despite the shadow of defeat that looms over the German forces in the South Polar Region, it is more-than-possible that they can make a stand in the Elder City due to its relative inaccessibility and the entrenched nature of the forces already stationed there. If Black Sun is making radio contact with forces outside the Mountains of Madness, they are coordinating the influx of their countrymen, fully aware that a majority of them will not make it, falling prey to Allied or Soviet forces, or the harsh environment itself.

Aircraft entering into the Elder City are few and far between, outside of *Luftflotte Antarktika*, and flight ceiling limits make it unlikely many will be able to make the entire journey there. Despite this, fleeing forces are attempting to

set down at Site 43 and continue through the Elder Tunnels or overland on dog sleds or even afoot. Due to the slowness of tracked vehicles, small caravans of these refugees take longer to arrive in the Elder City, but they have the advantage of being able to ford the rugged pass overland. However, as events transpire, the Keeper may introduce more frequent arrivals as a reminder to the investigators that the Black Sun's machinations are progressing, perhaps rushing to their conclusion.

The number and nature of these arrivals is left to the Keeper's discretion, though the majority should be drawn from regular army, with few non-combatants (these were ordered to surrender, in order to slow the Allies down somewhat as prisoners were taken and processed). These forces are described in the KG on pp.32–38, and in this book on pp.351–357. This is an excellent opportunity for the Keeper to instil greater tension in the investigators, as a few straggling aeroplanes fly overhead, tracked vehicle caravans slowly rumble into the streets of the Elder City, and divisions of troops stream out of the Elder Tunnels, the German detachment growing in number as the clock ticks down.

These forces are even more fanatical about their survival, as this place is their last redoubt until utter defeat.

Should the Keeper be using the alternate course of events suggested in *Alternate Course: Darkest Before the Dawn* on p.123, the situation may be escalated, with these German forces re-enforcing those in the Elder City as they eradicate the Allied and Soviet forces across Antarctica. Now, the full might of the German forces stationed in *Neuschwabenland* are turning to the Elder City, to make absolutely certain that Black Sun's operation is in no way interfered with.

Respecting Your Elders

The investigators may have already encountered elder things, dead or alive, at Site 43 or within the cold labyrinth of the Elder Tunnels. As they have neared the Elder City, they may have noticed increased elder thing activity, and this is for good reason: one group of elder things awakened during the Pabodie Expedition have flourished, and another, far older group of atavistic elder things have emerged from stasis after millions of years and are coordinating with the newer, degenerate kin. Though they find this devolved generation distasteful and repellent, they are nonetheless united in an effort to expel the human infestation from their city, and put an immediate stop to the meddling with the occult engines threaded throughout its architecture that keeps the God in the Mountain at bay.

The Mountains of Madness loom over the horizon; fearsome peaks higher than any, emanating with palpable dread.

Vastly intelligent, the elder things could not, however, comprehend the human ability to fashion tools of destruction, and the elder things have been taken aback by the force of German resistance, backed with Black Sun's use of Mythos sorcery. Thus the Elder City has become a battleground akin to Stalingrad, with the elder things forced into hiding in their former domain, waging a guerrilla war against the Germans who hunt them as well as their former slaves, the shoggoths, who continue to wreak vengeance upon them for offences committed tens of millions of years ago.

As soon as the investigators arrive in the Elder City, the elder things notice them, and begin to monitor their movements. There is nothing unique about this surveillance—the elder things try to keep tabs on all of the trespassers in their city—but once the elder things recognise that the investigators are fighting against the Nazis and Black Sun, or if the investigators show some signs of mercy towards one of the elder things, they attempt to communicate with them, either directly or telepathically. See *Tea with the Elder Things* on p.275 for more information. With these strange allies, the investigators may find themselves plunged into the middle

of this battle between alien monsters and the all-too-human monsters of the Third Reich.

However, the question remains: “*Can the elder things be trusted?*” Even if the investigators help rid the elder city of Black Sun and stop the plan to awaken the God in the Mountain, will the elder things let them survive, knowing what they know of the Elder City? For millennia the elder things watched humanity as it spread across the globe, and they have a very dim prognosis for the species' continuance. The investigators may make this desperate alliance with the elder things, only to find themselves suddenly the next target for eradication once Black Sun has been snuffed out!

Bringing in the Big Guns

If this campaign is being run as the end of an ongoing *Achtung! Cthulhu* campaign and represents the culmination of a longer series of adventures taking place in other theatres of war, the Keeper may wish to introduce some familiar faces—foes and friends—the investigators have encountered previously. Because this chapter represents the last expenditure of German effort into the war, carried further by Black Sun's apocalyptic end-game, it would provide an excellent sense of finality for the investigators to be on hand for their final hours (or their moment of triumph, depending on how things transpire).

To this end, the Keeper should consider introducing any of the following characters into the events that transpire within the Elder City, with suggestions as to how they may have arrived and where they would be encountered:

- **Black Sun:** Exarch Reinhardt Weissler would naturally wish to be on hand to oversee the ultimate triumph of his greatest work, the awakening of the God in the Mountain and the Black Sun itself ascendant in the heavens. Should the Keeper wish to introduce Weissler, he may even be spearheading Black Sun's efforts, taking over for *Sturmbannführer* Griess, or standing by proudly as she unleashes hell on Earth. With ready access from Wewelsburg II in the Dreamlands, the journey to the Elder City is not as onerous as it would be from the European theatre. In addition to Weissler, or in his place, any Black Sun Priors could also be in attendance, either as witnesses or seeking refuge, drawn to Antarctica to escape the dwindling hope of Nazi victory elsewhere.
- **Nachtwölfe:** *Generaloberst* Mina Wolff's rift with Weissler and Black Sun created *Nachtwölfe*, and *Neuschwabenland* has proven to be a synecdoche—a representative of the grander schism. With the fall of Ritscher Station and *Luftflotte Antarktika*, Wolff's interest has turned exclusively to events in the South Polar Region. Her infiltrators within the Elder City have signalled to *Nachtwölfe* that the plan to awaken the God in the Mountain is proceeding apace, with a strong chance of success. Expecting that an Allied invasion will fail

to stop this apocalyptic countdown, Wolff marshals all *Nachtwölfe* forces available and may even have been *en route* to Antarctica while the investigators were crossing the icy continent. She may be leading these forces, or one of her partisans such as *Oberstleutnant* Richter, *Hauptmann* Schmidt, or even Professor Heimberg. Should *Nachtwölfe* arrive on the scene, they are undoubtedly travelling in some state-of-the-art experimental aircraft able to function in the extreme altitudes of the Elder City.

- **Allies:** The Nazis are obviously not the only ones interested in events in the Elder City. Allied factions such as those described in **Chapter 1: Fighting Forces of Antarctica** might be marshalling to assault the Mountains of Madness, and the Keeper may wish to drop in cameo appearances by the heroic agents of Section M, Badger's force of Steam Commandoes, Majestic, and others alluded to in prior chapters. Even the leaders of the Antarctic Command Group, stationed aboard *Jeremiah*, may be readying a three-pronged assault on the Elder City, consisting of ground forces making their way overland, through the Elder Tunnels, and in the air, owing thanks to the investigators' trailblazing across the continent. Rear Admiral Byrd, in particular, would have special interest in being on hand for a confrontation involving the elder things, though his experience with them may lead him to believe they are acting against humanity's best interests.

However, introducing some or any of these characters should be handled carefully, as having them appear in the Elder City as if the way there were effortless cheapens the difficult journey the investigators had to take to get there. Bringing major non-player characters in at this late juncture should be considered with due gravity and preparation, such as investigators overhearing Black Sun forces muttering about the impending arrival of their ultimate master. Similarly, the investigators may receive intermittent, fragmentary radio transmissions from the Antarctic Command Group hinting at troubles *en route* to the Elder City (freak weather patterns, navigational difficulties, German resistance, etc.), keeping the investigators in white-knuckled suspense as to whether the Allied reinforcements will arrive in time to make a difference.

Should any of the previously-encountered major non-player characters from prior chapters (such as *Kommandant* Thaler from Ritscher Station, *Oberst* Wernicke from *Luftflotte Antarktika*, or *Hauptmann* Huhn from Point 19) survive their encounters with the investigators and remain free, they would be logical additions to this final phase of the campaign, working against (or in Wernicke's case, possibly with) the investigators and simultaneously providing a satisfying element of continuity and closure.

It is also not recommended to bring *all* (or even too many) of these character in for the campaign's climax, as

Sanity Losses in the Elder City

By this point, the investigators' sanity may have been steadily worn down by the dreadful pageant of violence, cosmic horror, and ghastly creatures they have thus far encountered since coming to Antarctica. If they are not fearful and teetering at the brink of insanity by this point, they are either extremely strong-willed, or barely human.

Cth To ensure that the investigators are not struck senseless or incapacitated with madness whilst they are in this final stretch of the campaign, the Keeper should keep in mind the rules for "Getting Used to Awfulness" from p.78 of **Call of Cthulhu, Sixth Edition**.

With these guidelines, it would be advisable for the Keeper to determine how much SAN has already been lost from exposure to creatures such as elder things and shoggoths, both which will inevitably be encountered in the Elder City. Depending on how long it has been since the investigators first encountered such beings, the "reasonable interval" discussed could be well within the framework of the entire Antarctic campaign. Similarly, the Keeper may treat the Elder City itself as a single entity for the purpose of growing used to the awfulness, putting a maximum on the amount of SAN the investigators can lose from seeing its uncanny and mind-altering angles and aspects. And as mentioned in the rulebook, investigators can become numb to the realities of violent death and conflict, reaching the limit to the amount of SAN beholding such atrocities inflicts upon their souls.

Sav To ensure that the investigators are not struck senseless or incapacitated with madness whilst they are in this final stretch of the campaign, the Keeper should keep in mind the rules for "Becoming Jaded" on p.183 of the *KQ*. Besides not having to roll again when facing the same beasts (unless conditions are sharply altered), the Keeper may treat the Elder City itself as a single entity for the purpose of becoming Jaded, avoiding having the investigators roll again when seeing the city's uncanny and mind-altering angles and aspects.

*It is a pity that these valiant efforts must remain
unheralded, lest humankind lose its innocence
when faced with its true scale amidst the cosmos.*

A.T.

there are already plenty of factions and forces to keep track of (and some of these characters may be dead by the time Antarctica rolls around). However, utilizing one or more of them gives the investigators a thrill, crossing paths with these living legends—whether on the side of the angels or the devil. The Keeper should, however, avoid overuse of these major characters, as having them featured prominently may lead to the players feeling that their investigators' actions are less significant.

ELDER CITY ENCOUNTERS

The Elder City is vast and desolate, ruins stretching in every direction as far as the eye can see. At its height, it could easily host a hundred million living beings, and now it is almost empty, though not entirely devoid of all life. Aside

from the living beings mentioned in the descriptions of locations within the Elder City, there are other denizens which the investigators may meet. Much of the investigators' time may be spent cautiously exploring vacant buildings, rubble-strewn streets, and empty walkways in the ruins, and the Keeper should attempt to convey the vast scale and desolate, almost inhumanly still atmosphere of this ancient place. At the same time, after the enormous battles and tense, intimate combats that the investigators have already survived prior to their arrival in the Elder City, the last thing the players wish is to hear the Keeper describe empty building after empty building.

The Elder City is, as the investigators discover, waking up, in a metaphorical sense and in an almost literal sense. German forces are entrenched within the city, having been steadily increasing in number and scale of operations for more than a year, joined by Black Sun cultists, SS troops, and a small army of scientists, technicians, researchers,

Table 14: Encounters in the Elder City

Roll Cth / Card Sav	Result
01–40 Cth / Deuce–7 Sav	No Encounter
41–55 Cth / 8–9 Sav	Albino Penguins: The investigators have encountered a small rookery of the blind, albinoid penguins that fill the Elder City. See the section titled Albino Penguins on p.257.
56–70 Cth / 10– Jack Sav	Humans: The most likely humans encountered in the Elder City are Germans, though there are several discrete factions at work here. See the section titled Humans on p.257 for more information.
71–80 Cth / Red Queen Sav	Shoggoths: Long the solitary living beings in the Elder City, the shoggoths are increasingly active due to the involvement of the Germans and the return of their ancient masters, the elder things. The Keeper should consult Shoggoths on p.264.
81–85 Cth / Black Queen Sav	Deep Ones: Though primarily associated with Cthulhu, many isolated colonies of deep ones exist throughout the world, far from their traditional haunts. These creatures have come up from one of their deep-sea cities to explore the Elder City. See Deep Ones on p.267 for more information.
86–87 Cth / Red King Sav	Canine Phantom: This enigmatic being is a by-product of German experimentation in the Power Centre. See <i>Der Türkis Hund</i> (“Canine Phantom”) on p.266 for a description of the canine phantom.
88–90 Cth / Black King Sav	Hounds of Tindalos: Due to the non-Euclidian properties inherent in the Elder City architecture, these beings are drawn across time and space to this place. They have become a particular menace to the German trespassers. See p.266 for more information.
91–00 Cth / Ace Sav	Elder Things: Whether newly-risen from millions of years of slumber, or of the breed that came forth after the Miskatonic University expedition, elder things once again walk the streets of the Elder City. However, instead of being its masters, they are hunted refugees, working clandestinely against the Germans, and trying to avoid notice by the shoggoths. See Elder Things on p.269 for more information.

Alternatively, the Keeper can choose an example from either table rather than rolling **Cth** / drawing a card **Sav**, or forgo any encounter at all, if desired.

and engineers. They are actively meddling with the vast machine integrated into the shattered infrastructure of the Elder City itself, attempting to coax enough energy out of it to fulfil their grim desire. Elder things — both newly-spawned and awakened from vaults that have been sealed for aeons — are now actively opposing the Germans, and with elder things come shoggoths, their ancient slaves and near-eradicator of their entire species. Additionally, other Mythos creatures have become interested in the Elder City for reasons of their own, and may cross paths with the investigators.

For every four hours the investigators are actively moving through the Elder City, and once per eight hours of rest or inactivity, the Keeper should roll on Table 14: Encounters in the Elder City (p.256) **Cth** / draw an Action Card and consult Table 14, ignoring Jokers **Sav** to determine what sort of being they may encounter. Once the type of encounter is established, the Keeper may choose to roll again on Table 19: Points of Interest (p.278) **Cth** / draw another Action Card and consult Table 19, ignoring Jokers **Sav** to determine an approximate location the encounter occurs. The being(s) and location should then be integrated by the Keeper in a manner that makes sense.

Albino Penguins

The only natural inhabitants of the Elder City, the penguins entered the ruins from the dark seas and underwater passages belowground, where they dwelled in sparse numbers for millions of years. Over these dark aeons, they have lost their natural coloration and their sight, and hunt and manoeuvre using their other senses. From time to time they wander through the abandoned tunnels and structures, up to the surface, and are unfortunately preyed upon by the few remaining shoggoths in the city, and now by the Germans who view them as a rare opportunity for fresh meat. Their eerie cry of “*Tekili-li! Tekili-li!*” echoes around the empty streets where they gather, strangely chilling to hear. They are essentially harmless and fearful, and flee if attacked, or even provoked with loud noises.

If the investigators come across albino penguins, the Keeper should roll two D6s and multiply them, giving a range of 1–36 for the number of penguins encountered. Additionally, the Keeper may roll another D6, with a roll of 1–2 indicating that the albino penguins encountered have already been slain by Germans or shoggoths. The Germans cart them off to be butchered elsewhere, leaving only stains, whilst the shoggoths devour them entirely, leaving few traces. On a result of 6, the penguins are unaware that they are currently being stalked by a shoggoth, or a German hunting party is en route to kill them to add to their camp’s food stores.

Albino penguins are described in detail on p.359.

Humans

Though the Germans and the Allies who oppose them are the most recent visitors to the Elder City, this is not the first time that human beings have been here. In an affront to all human science and faith, humankind’s origin was that they were originally engineered as one of the elder things’ many experiments, and eventually set loose into the outside world. Despite the odds, the fragile beings, ill-suited for survival, managed to thrive and eventually conquer the rest of the planet. Now, unwittingly, representatives of mankind — soldiers, scientists, cultists, and the investigators — have returned to the site of their making and are

Table 15:
Human Encounters

Roll Cth / Card Sav	Result
01–30 Cth / Deuce–3 Sav	Trash
21–35 Cth / 4 Sav	Abandoned Campsite
36–40 Cth / 5 Sav	Human Remains
41–50 Cth / 6 Sav	German Patrol
51–60 Cth / 7 Sav	German Forces
61–65 Cth / 8 Sav	Renegade Germans
66–70 Cth / 9 Sav	Mind-Controlled Soldier
71–80 Cth / 10 Sav	Sniper
81–85 Cth / Jack Sav	Black Sun Forces
86–90 Cth / Queen Sav	Allied Forces
91–95 Cth / King Sav	<i>Nachtwölfe</i> Infiltrators
96–99 Cth / Ace Sav	Inside Man
00 Cth / Joker Sav	Gedney

thrust face-to-face with the humbling reality of the true origin of their species.

Whenever a human encounter is determined, the Keeper should roll D100 **Cth** / draw an Action Card **S^{av}** to determine the specific encounter from Table 15: Human Encounters or choose a particular encounter as appropriate. Each encounter is described below.

TRASH

The Keeper should ask the investigators to each make a Spot Hidden roll **Cth** / Notice test **S^{av}**. Success means that the investigator notices a flash of colour amidst the rubble and snow: an item (or items) created and discarded by humans during one of their visits to the Elder City, either from years prior or as part of the ongoing German occupation. The Keeper should select an item as desired, though none of it is of much value.

Items left by the visitors from the Pabodie Expedition and from the later Starkweather-Moore Expedition could include any of the following: curiously-opened tin cans,

illustrated books from 1930 or prior, sketches of the elder things' language, spent matches and matchbooks, an ink bottle and its discarded box, drained electric batteries, broken electric torches, pieces of dog-sleds, lost handkerchiefs, random items of clothing such as single mittens or unravelling scarves, damaged scientific or surveying equipment (or their cases), a broken pocket watch, paper envelopes for tobacco or cigarette wrapping papers, broken eyeglasses, spent shell casings, strangely-shaped cut pieces of fur and canvas, etc.

Unusually, some loose sheets of curiously-smudged papers include various maps and drawings of the Elder City itself, though made in a style entirely reminiscent of the carvings and motifs decorating the walls throughout the city, as if made by the elder things themselves. An investigator with any rating in Elder Thing Lore **Cth** / Knowledge (Elder Thing Lore) skill **S^{av}** can make an Idea roll **Cth** / Smarts test **S^{av}**, if desired, to recognise that these drawings were made by living elder things.

Elder Thing Artefact: Stone Collar

STONE COLLAR

(ELDER THING EMPATHIC DEVICE)

Long ago, when they created the human race, the elder things used their powerful psychic abilities to control their flock of meek, subservient creatures. However, over time this connection failed, due to the parallel devolution of the elder things' psychic powers alongside the human race's own evolution towards autonomy and higher brain functionality. The elder things of old were still able to use the five Elder Towers (one of these towers is described on pp.167–177) to monitor the human race as it spread from Antarctica across the globe, but were unable to exercise the same level of direct control over individual humans.

As a stopgap measure, in the rare cases where it became useful, the elder things devised an apparatus to aid in their psychic dominance, devices known simply as "stone collars," adapted from artefacts used to control other species with physiology and anatomy suitable enough to wear them. Each stone collar is made of two pieces of soapstone, hinged together at one end. When closed, the two pieces formed a ring. The ring is just over one inch (3cm) thick and large enough to go around the average human neck, but small enough that it will not pass over an adult human head. The elder things would place a collar on a human, and then use a small version of the stone sculpting tool (p.321) to fuse the open ends of the collar together, often permanently. Once this was done, the only way to remove the collar was either to open it with the same tool, or to somehow cut or smash it to pieces.

When a ring is closed around a human neck, the wearer experiences a tremendous feeling of euphoria. There is a sense that all troubles have been lifted, all negative or bothersome sensations negated and dispelled. Whilst wearing the collar, nothing will upset or disturb the wearer.

EFFECTS OF WEARING A STONE COLLAR

Due to the detached sense of euphoria the stone collar instills, the victim must still perform Sanity rolls whilst wearing it, if required, but any loss of SAN points **Cth** / Dementia points **S^{av}** should be tracked by the Keeper secretly and deducted from the wearer's current SAN point total **Cth** / Dementia point total **S^{av}** only when the collar is removed as a sudden rush of horror that comes all at once.

When wearing a collar, a victim can communicate telepathically with elder things or with other collar-wearers at a distance of up to 100 yards (91m) away. Any elder things within 400 yards (366m) will immediately be aware of a human wearing a collar. By spending a few minutes concentrating, an elder thing is able to locate and communicate with any collar-wearing human, anywhere within the South Polar Region, or on the entire Antarctic continent.

Through telepathy, elder things are able to command collar-wearing humans as if using the Dominate spell (described on p.232 of *Call of Cthulhu, Sixth Edition* or p.205 of the KQ). An elder thing is able to do this to one specific collar-wearing human within 400 yards (366m), with no

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expenditure of Magic Points **Cth** / with no need to make a roll **Sav**, once per hour. The effects of the Dominate spell last for only one round and cannot be re-attempted for another hour, but the fear that the momentary loss of volition causes proves very effective in controlling human behaviour. Much like a choke-chain on a dog, the mere presence of a collar was once enough for the elder things to assert their mastery over the primitive humans they encountered in those bygone eras and long-forgotten epochs of human history. It is due to the ancestral memory of this occasional subjugation that humanity fears the elder things at a primal level, their very sight prompting gut-level abhorrence.

REMOVING A STONE COLLAR

Removing a collar by force is hazardous. The stone ring is strong and care must be taken to ensure the wearer is not harmed by sharp stone edges or by any kinetic force travelling through it.

Cth The collar can be removed easily with the stone sculpting tool, but otherwise it has 16 Hit Points and 10 points of armour. Anyone attempting to damage the collar must make a DEX×5 roll to avoid hurting the wearer, with failure indicating that the wearer takes half the rolled damage done to the collar (before the damage is reduced by armour). If the DEX roll is a fumble, the wearer takes all of the damage and the collar is unharmed.

Sav The collar can be removed easily with the stone sculpting tool, but otherwise it has an Object Toughness of 12. Unless the attack roll to damage the object obtained a raise, the wearer takes half the damage received by the collar. If the attack roll was a critical failure, the wearer takes all the damage and the collar is unharmed.

If the wearer lost any SAN points **Cth** / Dementia points **Sav** whilst removing the collar, they feel an intense desire to put the collar back on, once again experiencing that sense of well-being, akin to a drug addict craving their next fix. If the opportunity presents itself over the next two days, the user must make a POW×5 roll **Cth** / Spirit test **Sav** or attempt to don another collar. Even if unsealed, the euphoric sensation continues, and the investigator takes whatever measures are available to seal the ring permanently, if possible.

BLACK SUN AND THE STONE COLLARS

Black Sun now has a collection of stone collars recovered from the ruins of the Elder City and from various chambers within the Vault. They have discovered their remarkable properties and are actively experimenting in their use. Early on, they discovered that two wearers could converse with each other telepathically, a tremendous tactical advantage. The euphoric sensation and the offset of Sanity loss was an

unexpected bonus, as the opportunity for psychically-linked agents who could not suffer the effects of insanity or shock would be an invaluable resource for clandestine operations or even Mythos-related sorcerous activities.

However, when the atavistic elder things awakened and sensed humans were wearing the stone collars, they began to exert control over the wearers, forcing them to attempt to murder their superiors, reveal their locations, and even attempt opportunistic acts of sabotage on the German facilities in the Elder City. Recognizing the alien influence at work, the Germans immediately ordered all collars removed and stored safely in locked boxes. The removal of the collars was easy because the Germans had not fused them, but had simply held them closed by affixing leather straps and buckles to the ends.

Black Sun's scientists were not so easily daunted, and have been working to turn the collars to their advantage. They have sheathed the collars in copper upon which are inscribed certain ancient runes of power learnt in the Dreamlands. The more powerful among the wearers (POW 16+ **Cth** / d10 or more in Spirit **Sav**) have been able to turn the tables on the elder things. Whilst wearing a modified collar, the wearer is shielded from the elder things' surveillance and is able to enter into a battle of wills with an elder thing. This battle of wills is carried out through an opposed POW resistance roll **Cth** / an opposed Spirit test **Sav**, the winner exercising control (effects similar to the Dominate spell) upon the loser.

Once an elder thing has been dominated by the wearer of a modified collar, the wearer is able to "tune in" to that particular elder thing and ride its body for 1D3 minutes at a time. The duration of the effect increases by +1 with each subsequent casting, up to a maximum of the wearer's POW **Cth** / twice the wearer's Spirit **Sav**. The cost of using this power is 10 Magic Points and 1D10 SAN **Cth** / using this power requires a successful Knowledge (Mythos) roll with a -2 Casting Modifier, and requires a Horror test **Sav**. Additionally, this experience grants the caster an increase of +1D10 points to the Elder Thing Lore and +1D3 to the Cthulhu Mythos skill **Cth** / Additionally, this allows the opportunity to increase the Knowledge (Mythos) skill by one die (with the appropriate Sanity impact) if the keeper desires, as well as to roll to increase the Knowledge (Elder Thing Lore) skill **Sav**.

During the possession, the elder thing is locked in and unable to act. The caster's body, meanwhile, falls unconscious. This use of the modified collars has made it easier for the Germans to capture and conduct research upon the elder things, seizing control over the alien beings and having them simply reveal themselves, holding still while they can be secured and immobilised.

The wearer of a modified collar can exercise these same powers on a human that is wearing an unmodified collar, should they so wish it.

Germany's own *Neuschwabenland* Expedition (1939), led by *Kriegsmarine* Captain Alfred Ritscher, barely entered the Elder City, though their aerial reconnaissance allowed them to drop several hundred aluminium poles stamped with the name and date of the expedition and topped with swastikas. The investigators may find one or more of these poles half-buried in the snow, bent from striking a ruined building as they fell, or in rare cases, standing upright (though askew) in areas where the snow or ice is deep enough to support their weight.

Other items from the German forces range from spent shell casings, discarded food tins or wrappers, paper envelopes for tobacco or cigarette wrapping papers, discarded matches, soiled pages from books or magazines used for sanitary purposes, empty alcohol bottles, lost items of clothing, small piles of charred wood from burnt crates or scrap wood, etc.

Finally, the investigators may find some cryptic bit of evidence from human visitation without any other context, such as a clump of human hair, a handful of teeth, or a frozen splash of blood across a wall, kept intact for who knows how long.

...the investigators find the corpse
of a German soldier in shirtsleeves,
divested of the all-too-familiar
layering of cold-weather wear.

ABANDONED CAMPSITE

As German forces pushed into the city, they spread out to better explore the area, establishing many small temporary sites before eventually discovering the area that would become their primary base of operations, the three islands known collectively as *Die Sammlung*. Once the islands were secured, the move there was abrupt, with campsites across the Elder City abandoned quickly in favour of a more centralised and easier-defensible position. As a result, the remnants of German campsites are scattered across the ruins of the Elder City, small sites usually inhabited by a squad of men.

They are easily-recognisable as being situated in empty buildings with few access points and intact roofs, and a makeshift latrine is usually found nearby. The sites were marked with numbers in white paint on the outside walls allowing them to be tracked and to organize deliveries of supplies and transfer of personnel. In most cases, all exterior entrances were blocked off by carefully-stacked rubble, making them easy to spot, and each of the primary doorways was fortified with a waist-high defensive wall, providing shelter and a machine gun rest for the guards.

Now there is not much left other than discarded trash at any of these sites, and absolutely nothing of any use to the investigators. They are, however, fairly safe locations that provide refuge from the harsh weather. These campsites are

often situated near entrances to the Elder Tunnels, either at the periphery of the city or inside its boundaries.

HUMAN REMAINS

The early exploration and occupation of the Elder City was not without its casualties, and many Germans met their ends at shoggoth pseudopods or the branch-like tendrils of the elder things. Still others took their own lives, driven to insanity from what they had experienced in the city or through the ongoing stress of the environment. Initially, the German forces were strict about covering their dead, "burying" them under rubble and attempting rudimentary grave markers, but as the occupation went on, such procedures became less common.

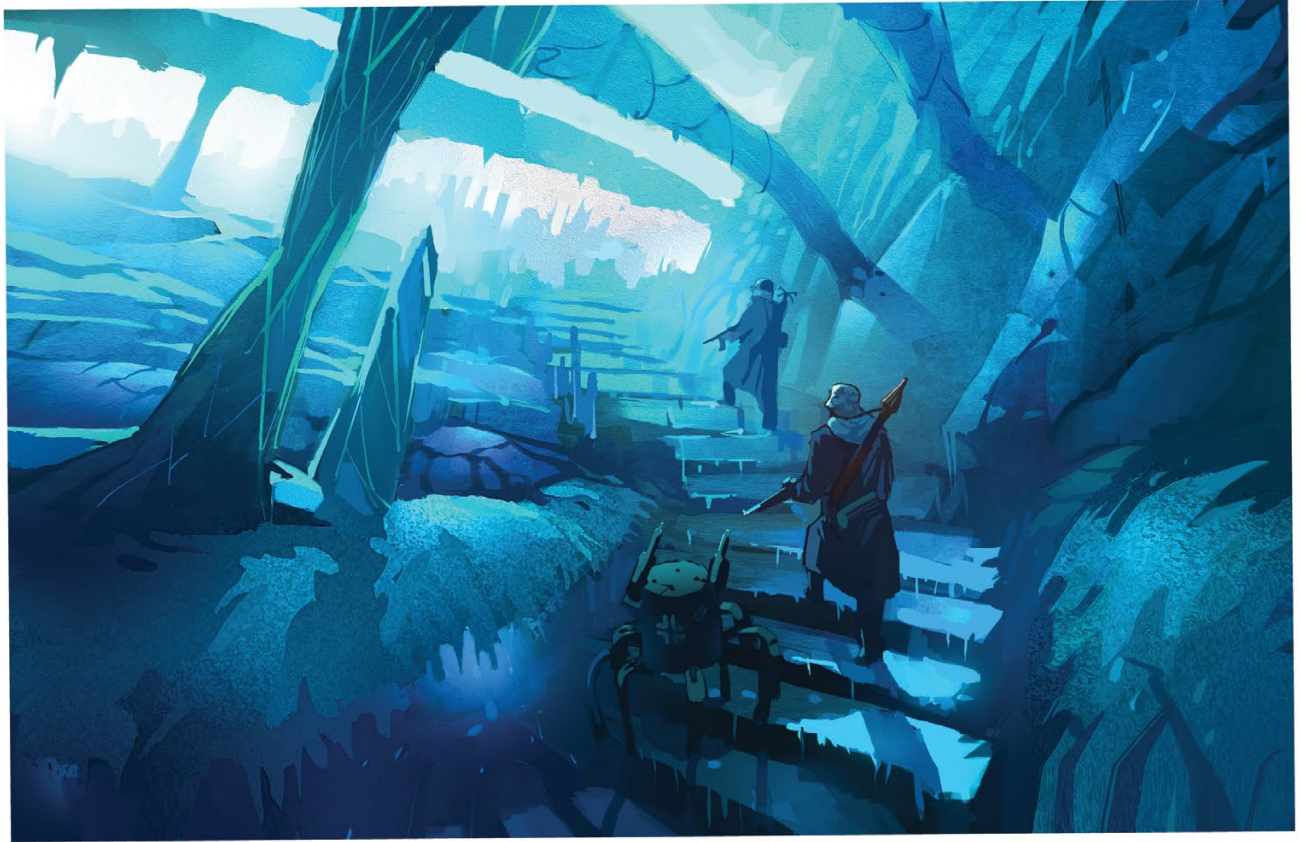
Should the investigators stumble across one of the many corpses that litter the city, the Keeper should roll 1D6 to determine the event that put those remains there:

1–2 — Grave Sites: One or more graves covering the remains of German soldiers who died in combat, or via a self-administered wound. Some graves may hold more than one body. Many of these burial sites are marked with a pile of rubble or some piece of wood driven into the ground, about which are wrapped the chains for the *Bundeswehr* identification tags of those buried beneath.

3–4 — Corpse: The grisly remains of a German soldier that was spirited away from his unit and killed elsewhere. The body displays the telltale signs of violence from a Mythos creature (the Keeper should decide which). If a face remains, it is locked in a rictus of terror. The investigator(s) discovering the body must make a Sanity roll (1/1D4+1 SAN or less depending on the condition of the body) **Cth** / Nausea test, with a -1 or -2 penalty depending on the condition of the body **Sav**. If the investigator finding the body makes a successful Luck roll **Cth** / draws a red suit card from the Action Deck (with the option of drawing two cards if he has the Luck Edge **Sav**, the soldier's weapon(s) and ammunition are with (or near) the body and are still intact. If the Luck roll draw is a fumble **Cth** / Action Card is a Joker **Sav**, the creature that killed the soldier is lurking nearby.

5 — Execution: Slumped at the base of a wall, hands tied behind his back, the investigators find the corpse of a German soldier in shirtsleeves, divested of the all-too-familiar layering of cold-weather wear. His chest is stained dark red and his shirt torn by the impact of several bullets. Apparently he was executed for desertion, insubordination, or some other capital offense. He has nothing of value on him, his identification tag broken. The investigators must make a Sanity roll (0/1D2 SAN loss) **Cth** / Nausea test **Sav**.

6 — Suicide: The frozen corpse of a German soldier that committed suicide, found splayed against a wall in a remote part of the city, the sidearm still clutched in his hand. Investigators finding the body must make a Sanity roll (0/1D3 SAN) **Cth** / Nausea test **Sav**. The weapon is still in working condition (though down one bullet).



If desired, the Keeper can introduce other encounters, or even combine one of these with another, such as having the investigators witness a trio of elder things looking curiously at the site of the execution.

GERMAN PATROL

If a German patrol is indicated, the Keeper should roll 1D6 to determine the exact nature of the encounter:

1–3 — Regular Patrol: A regular patrol of four soldiers, making a circuit of the Elder City, looking for signs of intrusion or anything out of the ordinary. If the investigators have been spotted (either upon arrival in the city or subsequently, due to their actions), the Germans are avidly searching the city, looking specifically for them. The patrols are made of German Infantry Soldiers such as those described on p.32 of the KG, and dogs appear on p.204 of *Call of Cthulhu*, *Sixth Edition* **Cth** / dogs appear in the **Bestiary** section of the *Savage Worlds* rulebook **Sav**.

4–5 — Hunting Party: Due to the ongoing spate of attacks by the elder things, the German forces stationed in the Elder City are in a full state of alert, sending regular patrols around the city in search of the hateful creatures and their abominable creations, the shoggoths. (Though Griess and her Black Sun loyalists are aware of the history between the two species, the majority of the Germans in the Elder City believe the shoggoths are the servants of the elder things.) Thus at any given time, there are at least eight four-man squads of German soldiers patrolling the city, usually

with one or more dogs on leashes, hoping to sniff out the strange creatures. Unfortunately, the dogs also notice the scent of newcomers to the Elder City, such as the investigators. They are equivalent to the regular patrol (above) but at least two of the soldiers are armed with *Flammenwerfer* 41s (Heavy Weapons 30% **Cth** / use the rules for flamethrowers from the **Gear** section of *Savage Worlds* rulebook **Sav**), described on p.140 and p.154 of the KG. These soldiers are extremely twitchy and shoot at anything, having been told that the creatures can control minds and appear as humans.

6 — Schnee-Koloss Patrol: Perfectly suited to this environment, these horrible creatures are invaluable for patrolling the Elder City. The Keeper should have the investigators each attempt a Listen roll **Cth** / Notice test **Sav**. If successful, the ghastly hunting cry of a *Schnee-Koloss* is heard in the distance, echoed by another. If encountered at Ritscher Station, the investigators well-remember the hunting cries of these rude beasts. Two *Schnee-Koloss* and their *Kolossreiter*s are on patrol, separated to cover ground. The Keeper should make Hunt rolls **Cth** / Notice tests **Sav** for the creatures to determine if the investigators are detected. If successful, Track rolls **Cth** / Tracking tests **Sav** put them onto the investigators' scent. If the investigators attempt to hide or cover their trails, the creatures must make successful Listen or Spot Hidden (whichever is appropriate) **Cth** / Notice tests **Sav** to find the investigators. If one of them detects prey, it signals to the other, whose rider helps converge on the first one's location. *Schnee-Koloss* are described

in **Creatures of Antarctica**, and *Kolossreiters* are on p.117. When not on patrol, the *Schnee-Koloss* are penned in *Der Stall* (“The Stable”, p.288), and their keepers are quartered in a nearby and mostly-intact building.

GERMAN FORCES

Not all German soldiers are out looking for the investigators, or are involved in the process of hunting down elder things. Investigators faced with this encounter find German forces engaged in the day-to-day business of surviving in the Elder City, either on the streets or within enclosed ruins, mobile or stationary. The Keeper should select or roll 1D6 to determine the nature of this encounter:

1–2—Supply Delivery: A small squad of four Infantry Soldiers (p.32 of the KG) transporting supplies across the Elder City from the Elder Tunnels or from the German airstrip. They are pulling a sledge, and are *en route* to *Die Sammlung* (“The Collection”, described on p.300).

3—Research Party: A trio of engineers, scientists, or technicians attempting to divine the city’s secrets, using a variety of scientific instruments transported on a sledge. These men and women are described on pp.106–109 of **The Shores of Death**. They have likely found a few broken elder thing artefact, or, at the Keeper’s discretion, some object of interest that is yet intact (see 319 for more information).

4—Surveyors: Two German surveyors mapping the city, equivalent to Pioneer Infantry from pp.33–34 of the KG. They have a sledge packed with surveying equipment, along with binoculars, a telescope, and walkie-talkies, and are likely encountered individually, separated whilst each sets up a theodolite to gain proper measurements of the terrain. The surveyors are adding to a half-completed map of the Elder City, possession of which yields +20% to any Navigate rolls **Cth** / yields +1 to any Knowledge (Navigation) tests **Sav**.

5—Messenger: A single *Nichtkämpferin* (non-combatant, see p.107 of **The Shores of Death**) running a message or documents across the Elder City, likely in service to Black Sun. Investigators following this individual are led to other forces in the field, or to *Die Stromzentrum* (p.292) or the *Die Sternwarte* (p.289). Alternatively, they can follow the non-combatant back to *Die Sammlung* (p.300).

6—Off-Duty: Two German soldiers have secluded themselves from their camp (or their assigned positions) and found refuge in a small, somewhat-intact building. They are seated and talking, while finishing off a bottle of liquor. The men are Infantry Soldiers, described on p.32 of the KG, and are not expecting any trouble.

Though the members of these groups are inevitably armed, they are not expecting combat, and their sidearms are likely to be either slung, holstered and under heavy clothing, or set aside whilst they utilize equipment or wrestle with the weight of materials they are transporting.

Cth If non-patrolling German forces are encountered, the Keeper should have a representative member of each group make a Luck roll to

determine which group is in the position to notice the other first. If one group’s Luck roll is successful, each member of that group is allowed to attempt Spot Hidden or Listen rolls to detect the other group. If both groups are successful, everyone in both groups rolls, and if neither group is successful with the initial Luck roll, the two groups blunder upon one another unawares, coming abruptly face-to-face.

Sav

If non-patrolling German forces are encountered, the Keeper should have a representative member of each group make a Notice test. A successful test allows that group to detect the other; if both groups detect each other, the higher result determines if there could be Surprise. If both rolls fail, the two groups blunder upon one another unawares, coming abruptly face-to-face.

RENEGADE GERMANS

In **The Nightmare Roads**, p.197, the investigators had the chance to encounter a group of maddened Nazi soldiers, lost in the Elder Tunnels. This encounter was described in Episode 9: Lost in Transition, on p.221. If this squad was not encountered in the tunnels (or it was encountered but the soldiers survived), they have since made their way into the Elder City and are wandering the shattered boulevards and ruined buildings, seeking to find the paradisiacal “Agartha” they imagine exists somewhere in the city. However, they are convinced that the Germans in the Elder City are compromised, and do not trust them, which could lead to a firefight with their own countrymen.

MIND-CONTROLLED SOLDIER

As the investigators pick their way through the rubble-strewn boulevards, they see a lone German soldier walking, at an extreme distance. He gives no indication of noticing the investigators, and seems to be focused entirely on whatever errand he is on. The soldier — SS *Schütze* Sebastian Woeller, equivalent to a private — was captured by the elder things and fitted with a stone collar (see p.258 for more information). Though he is not under direct psychic control of the elder things at this time, he is nonetheless quite dazed from Sanity loss incurred during the experience. The elder things are monitoring his progress back to his base, at which time they plan on taking control of him once more and striking at his superior officers.

If the investigators draw near to Woeller, they notice that occasionally his hands go to his neck and he makes a fearful glance backward. Investigators succeeding in a Spot Hidden roll **Cth** / Notice test **Sav** look up, and notice that the man is being followed by an elder thing, flying from tower to tower, staying within range of 400 yards (365m). If the investigators approach him, Woeller shouts out “*Hilf mir*” (“Help me”) imploring the investigators to help him remove the collar or to attack the elder thing above. If the elder thing becomes aware of the investigators, it alights in a sheltered tower or rooftop, out of immediate range of firearms, and psychically

dominates Woeller, forcing him to attack the investigators. Woeller is, like so many others, an Infantry Soldier as described on p.32 of the KG.

SNIPER

The investigators are detected by a German sniper stationed in a high position. The Keeper should determine how far the investigators are from the sniper by rolling 1D6×50 yards (or metres), and should have each of the investigators make a Luck roll **C_{th}** / draw a card from the Action Deck, drawing two if the investigator has the Luck Edge or Bad Luck Hindrance and acting on the best if with the Luck Edge, or on the worst, if with the Bad Luck Hindrance **S_{av}**. Any investigator who fails the roll **C_{th}** / does not get a card of a red suit **S_{av}** becomes a target for the sniper. The Keeper should determine randomly which investigator has been targeted, allowing a second Luck roll **C_{th}** / a second attempt using the Action Deck, as above **S_{av}** for the unlucky target. If this second roll is successful, the investigator gets a “sixth sense” that they are being watched, and can attempt a Spot Hidden or Listen roll **C_{th}** / Notice test **S_{av}** to detect the sniper. If the sniper is detected, the investigator can attempt to Dodge **C_{th}** / attempt to interrupt, as if he were On Hold **S_{av}**, leaping behind some obstruction as the sniper fires.

If the sniper is undetected, a shot rings out, echoing across the rubble-strewn streets. Statistics for snipers are on p.34 of the KG. The sniper is armed with a bolt-action GEW rifle, with a 55% chance of hitting the investigator, and is concealed enough to make all shots at him at *Extreme*, reducing the chance to 1/5 **C_{th}** / the Marksman Edge and other benefits for the sniper are already included in its stat description **S_{av}**. The sniper continues to fire at the other investigators until slain or until the investigators prove a direct threat, at which time the sniper attempts to flee, seeking reinforcements.

BLACK SUN FORCES

Two newly-arrived Black Sun Novices are making the rounds around the Elder City for reasons of their own. The Keeper should determine what they are up to: whether inspecting their new domain, on an errand for Griess, searching on their own accord for elder thing artefacts or fragments of *Blauer Kristall*, or perhaps simply sightseeing. Black Sun Novices are described on pp.94–95 of the KG.

The Keeper should have the investigator with the highest POW make a Luck roll **C_{th}** / with the highest Spirit draw a card from the Action Deck, drawing two if the investigator has the Luck Edge or Bad Luck Hindrance and acting on the best with the Luck Edge, or on the worst with the Bad Luck Hindrance **S_{av}**. A fumble **C_{th}** / a card of the black suit **S_{av}** indicates that the Black Sun Novices are bait for elder things, and a group of a dozen German Infantry Soldiers are nearby, hiding in several locations within a hundred yards (or the same in metres), with a combination of ropes, nets, and makeshift staffs, ready to subdue and restrain one of the

elder things and bring it back to *Die Sammlung* for examination. They are not expecting the investigators, but readily incorporate these new intruders into their plan.

ALLIED FORCES

Another of the many squads of Allies scattered across Antarctica has made its way to the Elder City, either following the investigators or arriving independently. The newcomers' exact nature should be determined by the Keeper, based on the suggestions provided in **Fighting Forces of the Antarctic Front**, p.351. They could be arriving via aircraft, parachuting in, or up through the Elder Tunnels. Once contact is established, they could provide additional support to the investigators, though depending on their nature and rank, they may attempt to impose command over the investigators themselves!

This is a useful opportunity to replace any investigators that have been killed or incapacitated (or nearly so), as well as shoring up the investigators' competencies, providing them with additional resources that may be lacking. Particularly useful groups would be Badger's Commandoes (p.67 of the KG), W Unit (p.352), SMERSH (and Institute 21) (p.354), or OSS/Majestic (particularly the Pathfinders, p.356), though conventional forces should be equally welcomed.

This encounter is best reserved after the investigators have been in the Elder City for a period of time, allowing them the honour of being the first of their forces to arrive.

INSIDE MAN

Whilst moving through the rubble quietly, the investigators inadvertently come face-to-face with a group of four German soldiers walking towards them, escorting a man who walks between them. The submachine guns of the rear two soldiers are trained on the man, and his hands are bound. Though the Germans are all in cold-weather gear, the man is shivering and without a winter coat and he is wearing a German uniform that has had all identifying marks torn or cut away. He looks as if he has been beaten, with a bruised cheek, a thin trail of blood caked under his nostrils, and soreness to his gait, though he holds his head high and his shoulders are square.

For a tense moment, both parties pause, eyes darting side-to-side and minds racing as instincts kick in. Before either side can act, the man gives a belligerent cry, bringing his hands up and across his chest, his elbow smashing into the face of the German soldier to his right. The investigators should each make an Idea roll **C_{th}** / Smarts test in lieu of Notice to see if they are surprised **S_{av}** to determine how quickly they can react to this sudden action and the Keeper should make an equivalent roll for each German. Those who succeed can act on their DEX ranks during this round of combat and those who fail must wait for the next round of combat before they are able to act **C_{th}** / those who fail the roll are Surprised and do not get an Action Card this

round **Sav**. The captive fights fearlessly, trying to lay hands on a sidearm, calling to the investigators to aid him if he thinks they can help. The Germans act sensibly, attempting to flee rather than be killed, firing a full burst of machinegun fire into the air to alert others, or they surrender if outnumbered or wounded.

These soldiers are German Infantry and their prisoner is equivalent to the GHQ Liaison ("Phantom") (Elite) as described on p.32 and p.43 of the KG. Since the prisoner's hands are tied, his attempts at using a firearm are *Difficult Cth* / receive an additional -2 penalty to the Shooting roll **Sav**.

If he survives the standoff, and once he has established that he can trust the investigators, the man identifies himself as Corporal Luis Abella, a counter-intelligence agent working for the CIC as part of the Alsos Mission, a directive within the Manhattan Project to determine what atomic secrets the Nazis possess, and to stymie them from getting the Bomb. Abella explains that he had arrived with the Nazis, brought here to consult about an unusual power source found deep within the city (the Power Centre, described on p.292). Though Cuban by birth, his cover identity was that of an Italian—an atomic scientist. Abella is in fact not a scientist at all, but was nonetheless adept enough to memorise enough information about atomic science to pass muster. However, when interrogated by Griess, his ruse was discovered and he was interrogated (unsuccessfully). When the investigators came upon him, he was being escorted to an undignified execution on the outskirts of the city... far from Black Sun activities, to prevent his corpse from attracting any of those horrible formless creatures.

Any investigator making a successful Insight roll *Cth* / Knowledge (Psychology) test **Sav** determines that Abella is telling the truth, and he possesses a great deal of useful information about the goings-on within the Elder City, including the locations of the Power Centre and The Collection (p.292 and p.300, respectively). He readily throws his lot in with the investigators, cheerfully stripping the cold-weather gear from fallen soldiers and claiming firearms and ammunition from them. At one point, he fishes inside the jacket of a dead German soldier, recovering a metallic cigar case, thanking Heaven for its return before placing it into his own pocket.

If the investigators somehow manage to avoid killing the Germans, they continue escorting Abella to the edge of the Elder City, where he is summarily executed, his body left to freeze or become shoggoth food, whichever comes first.

GEDNEY

On a lonely, broken avenue leading off from one of the Elder City's former promenades, the investigators approach a wide ramp at the base of a seemingly-intact five-sided tower with a series of wide doors at its base and throughout its upward span. The icy cover that engulfs the rest of the city ground to a halt here, half-encrusting the tower and pushing it askew in a fashion not unlike that of the Leaning Tower of Pisa. Next

to the ramp, pushed into a corner, are three neatly-ordered sledges, apparently still laden with gear and supplies. There are no signs of dogs, and the thin layer of ice that has accumulated on the surfaces, as well as the snow that's drifted to cover the runners, indicates that these sledges have sat undisturbed for several years, perhaps longer. Though the sledges are battered and show evidence of hard usage, they are still intact and usable.

Examining the sledges reveals that these were the self-same ones brought to the Elder City by Gedney, the missing member of the Pabodie Expedition. Lashed under canvas tarpaulins are a variety of supplies, which the investigators could pick through if necessary: a gasoline stove and fuel canister, scientific instruments, swollen tins of now-frozen canned food, dried foodstuffs, tarpaulins, clothing, a medical kit, and dozens of reference books about the Antarctic, as well as few other useful and trivial items (determined by the Keeper). Some of the gear is marked with the stamp of the Pabodie Expedition of 1930, and names inscribed in the flyleaves of the books identify the owners as Professor Lake, Gedney, and others from that expedition.

On the ground beside the sledges is another tarpaulin lightly dusted with snow, this one covering the all-too-familiar shape of a corpse and another, smaller shape beside it. If the investigators pull the tarpaulin aside, they discover the

...he is summarily executed, his body
left to freeze or become shoggoth
food, whichever comes first.

bodies of Gedney and an Alsatian sled dog, both frozen and perfectly preserved, save for curiously-placed adhesive plaster adhered to wounds about the neck. Removing these show that deep incisions were made, posthumously, as if part of an autopsy. As the man with the dubious honour of being the first modern human to walk the streets of the Elder City, it is perhaps fitting that this also serves as his final resting place. The two corpses have been laid out almost serenely, though curiously in a fashion more reminiscent of medical specimens than that of final repose. The investigators should each make a Sanity roll here, with failure only costing 1 point of SAN *Cth* / should each make a Nausea test **Sav**.

Shoggoths

Despite millions of years of relative solitude and quiet in the ruins of the Elder City, the shoggoths have lost none of their aggression, and maintain their virulent hatred for the elder things that made them. They have little regard for other forms of life and German or Allied means nothing to them. They are remorseless and inventive hunters, capable of astonishing feats of stealth and deception.

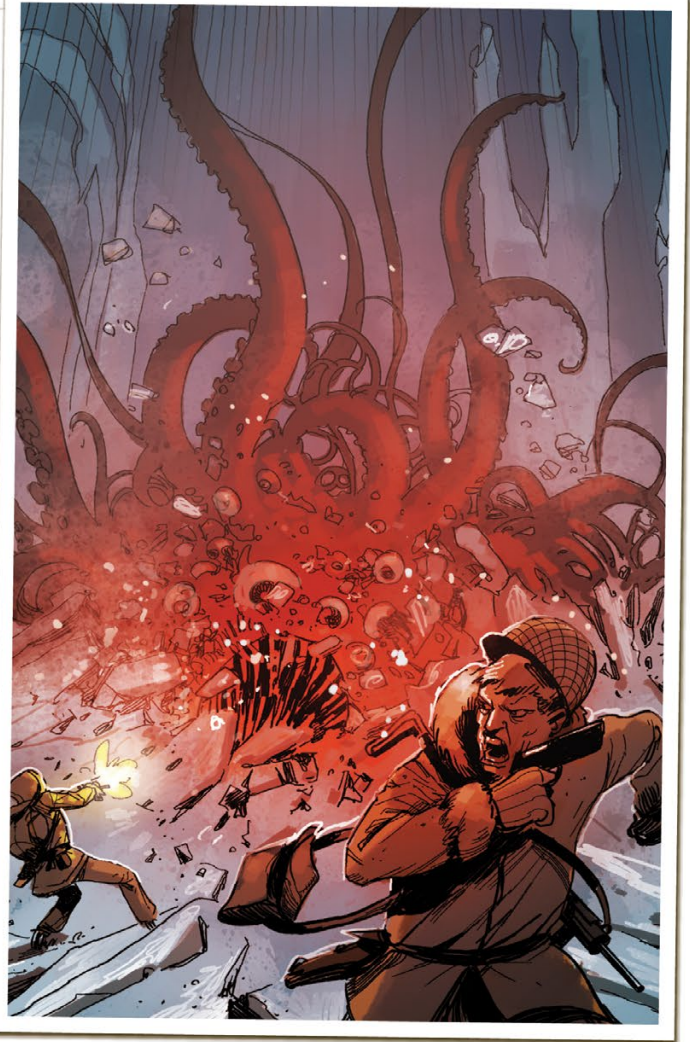
Table 16:
Shoggoth Encounters

Roll	Result
1–2	Frozen Shoggoth
3–4	Burrower from Beneath
5	"That's No Roof!"
6	"Who Goes There?"

Much like the Lyre bird, which can perfectly impersonate a variety of human and mechanical sounds, the shoggoth is an excellent mimic. They have added to their repertoire the sound of human voices, most likely German, and can replicate the sounds of distinct voices, though these sound strangely altered, with unusual pauses or intonations. The shoggoth has an average INT of 7 **Cth** / has a Smarts of d8(A) **Sav**, slightly higher than that of a gorilla, thus they are capable of understanding some parts of human language, though this extends to mimicry and does not allow them to form sentences of their own. However, they have gained some rudimentary understanding of emotional context, and may pitch their mimicry based on different emotional states. The words a shoggoth will have heard are likely to be desperate ("Aagh.... please.... please.... no... noooo!") or yelled commands ("Shoot it! Rapid-fire!" or "Back to your post or you'll be shot!"). A concealed shoggoth may inadvertently use non sequiturs to cry for help, such as demanding "Come out of there!" as if calling for help, attempting to lure an investigator into an ambush. The Keeper should assume a shoggoth has a Disguise skill equal to its POW×2 **Cth** / Make a Spirit roll when the shoggoth attempts to lure an investigator into an ambush **Sav**. A successful roll allows the shoggoth to mimic a human voice perfectly. Otherwise, the mimicry is not close enough to pass for human.

Other sounds the shoggoths can mimic include gunfire, generator noises, German campfire songs, and even the sound of a gramophone record (German composers and popular tunes, naturally). They may even mimic the sounds of the wind or the creaking of ice floes and the rumble of the geological upheaval. Though these latter sounds are not tremendously common, shoggoths are essentially immortal and have had plenty of exposure to them over their lonely vigil in the ruins.

Possessing no fixed anatomy, shoggoths cannot be made to wear the stone collars described on p.258, but they are readily able to consume someone wearing one. If this happens, a person wearing a modified collar may attempt to



exercise control over the shoggoth in the manner described for controlling elder things. Otherwise, the shoggoth expels the collar after an hour or so, with any trace of the former wearer gone, consumed by the acidic processes of the shoggoth's digestive system.

Additionally, if the Keeper has access to *Achtung! Cthulhu: Terrors of the Secret War*, some of the shoggoth war machines introduced there may be present in the Elder City, created on the spot by Black Sun sorcerer-engineers and readied for battle. These include the shoggoth behemoth, shoggoth Babbage engine, and shoggoth juggernaut tank. Such diabolical gelid engines of war should be held in reserve for a suitably apocalyptic finale, such as when the investigators and their allies (whether the Antarctic Command Group, *Nachtwölfe*, or the elder things) gain the upper hand. Suddenly, Black Sun can unleash these horrors onto the field, to great dismay!

For an encounter with a shoggoth, the Keeper should roll 1D6 and consult Table 16: Shoggoth Encounters (above). Shoggoths are described in *Call of Cthulhu, Sixth Edition*

on p.173 and in the KG on pp.231–232. The encounters are described below.

FROZEN SHOGGOTH

The investigators stumble across a frozen shoggoth, an encounter detailed on p.217 in the Elder Tunnels. If the Keeper used that encounter previously, the D6 should be re-rolled, or another encounter chosen.

BURROWER FROM BENEATH

A particularly large shoggoth has been lying dormant beneath a section of one of the city's streets, inhabiting a hollowed tunnel once used to provide air to subterranean chambers. As the investigators enter the street, their footsteps echo throughout the tunnel, waking the creature. The shoggoth expands rapidly, causing the ground above to swell as if a bubble is rising upwards from within the earth. About 50 yards (metres) ahead of the investigators, an area of the ground suddenly rises with a rumble as ice cracks and stones shift. The shoggoth then moves rapidly down the street along the hollowed tunnel, breaking the ground above as it advances. When it reaches the place where the investigators were first detected it bursts out of the ground, requiring the investigators to make a Sanity roll, with the usual SAN point loss for seeing a shoggoth **Cth** / Terror test with a -2 penalty **S^{av}**.

“THAT’S NO ROOF!”

A vast shoggoth has taken up residence inside a large empty chamber, spreading itself thin across the vaulted ceiling. Due to the extreme cold and lack of food it has entered a torpor state and has been this way for millions of years. If humans occupy the room for an extended period, the shoggoth slowly awakens, hastened if exposed to the heat from a fire or another heat source. After an hour or two, investigators making a successful Spot Hidden roll **Cth** / Notice test **S^{av}** may detect a slight alteration in the architecture of the interior of the roof as the shoggoth begins its glacial movement downward. Should the investigators be there a few hours later, the massive form of the shoggoth has slid down to the floor, readying itself as if to attack. Provoking the shoggoth once it is noticed and prior to its full awakening hastens the situation, taking only 1D6 rounds for the shoggoth to regain full consciousness and motion.

“WHO GOES THERE?”

The investigators see a group of six German soldiers off in the distance, slowly moving towards them. Though they are holding weapons, they do so awkwardly and without visible purpose, as if they have forgotten how to use them, and do not seem to respond if firearms are pointed at them. Watching the group for a few moments reveals an inexplicable oddness to their movement, and occasionally they bark out random German phrases, incongruously and out of context. If the investigators succeed in a Spot Hidden roll **Cth** /

Notice test **S^{av}** or use binoculars to view the group up close, they see that the Germans are connected by what seems to be a mobile pool beneath their feet. As the group moves, portions of the soldiers' anatomies slowly shift downward and upward onto one another: arms and legs move slowly from one torso to another; heads rear up and disappear again; and mouths open so wide that they fold back upon themselves and turn inside out. The Sanity roll **Cth** / Terror test **S^{av}** for this is the same as for seeing a regular shoggoth.

Hounds of Tindalos

Hounds of Tindalos are not native to the Elder City, but just as *Nachtwölfe* was drawn to Antarctica, they are drawn here by the *Blauer Kristall*. To the elder things, the hounds are vermin, and much like rats they prove hard to eradicate. In times past, shoggoths were sent out to hunt down hounds. The hounds of Tindalos move across the ground relatively slowly, but can fly at incredible speeds, however due to their size, they lack the space required for flight in the more confined quarters of the Elder City. Thus in tight spaces, shoggoths have the advantage of speed, and they are able to flush out and kill them without much difficulty.

Now, with the shoggoths less of a threat, unbidden, the hounds appear periodically in the Elder City, mostly in the vicinity of caches or veins of *Blauer Kristall*. The mineral draws them across gulfs of non-relativistic space and even through time. They interact with the stuff at some fundamental level beyond human understanding, an ineffable and inscrutable process pleasurable to the hounds and leaving the crystal unchanged.

The Germans have encountered several hounds of Tindalos, and are paying close attention to the creatures. The hounds are drawn to the raw blue crystal and thus, the soldiers have been instructed to pay close attention to the locations of these attacks, as they will inevitably find more *Blauer Kristall* nearby. Hounds of Tindalos are described in *Call of Cthulhu, Sixth Edition* on p.165 and in the KG on pp.228–229.

Der Türkis Hund (Canine Phantom)

The phantom has the form of a translucent turquoise Alsatian, composed entirely of energy and retaining the form of a dog destroyed in a Nazi experiment that took place in the Power Centre (p.292). In most ways it behaves as a normal dog would, it walks on all fours and pads silently along corridors and through doors. It can pass through solid matter, but formerly being a corporeal animal it is not inclined to do so, remembering its mortal constraints. The Germans call it “*Der Türkis Hund*” (turquoise hound) and fear it, though it does not attack or even menace them.

In life, the dog was taught to recognise the German army uniform and to obey those that wore it. It is automatically

subservient to any person wearing a German uniform, and hostile to anyone else, unless they succeed with a successful roll of APP×5 **Cth** / Persuasion test **Sav**.

CANINE PHANTOM, THE TURQUOISE DOG

Cth

STR 8 DEX 15 CON 10

SIZ 6 POW 15

Hit Points: n/a

Damage Bonus: -1D4; **Move:** 12.

Weapons: Special “bite” attack 75%, touch, special damage (see below).

Armour: Unharmed by normal weapons (see below).

Skills: Distinguish and Obey German Soldier 90%.

Sanity Loss: 0/1D4 SAN points to see the canine phantom.

Notes: If the phantom dog comes into contact with living beings, it “bites” them, first draining Magic Points, and then continuing to work with its jaws at an unconscious victim, draining Hit Points at the rate of 1 per round until they are dead.

Only magical items are able to affect the phantom. Bullets or other attacks simply pass through it. If it is harmed by magic or a spell, it will immediately lose interest in the investigators and flee. If it takes more than 10 Hit Points of damage, it dissipates entirely.

Sav

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d10.

Pace: 8; **Parry:** 5; **Toughness:** 4.

Special Abilities:

- **Bite:** Str+d4.
- **Ethereal:** The canine phantom is immaterial and can only be harmed by magical attacks.
- **Horror (0):** Anyone seeing this canine phantom must make a Horror test.
- **Magic Draining:** If the canine phantom bites successfully, it drains magic energy from the victim, imposing a -4 penalty to Spirit and Knowledge (Mythos) tests related to magic. The effect lasts 24 hours.
- **Size -1:** The canine phantom is relatively small.

If the canine phantom is harmed by magic or a spell, it will immediately lose interest in the investigators and flee. If “killed”, it dissipates entirely.

Deep Ones

Immune to the Antarctic cold, a colony of deep ones sought out this secluded location aeons ago, seeking a place where they could be forever free of any human interference. Ever

Table 17:
Deep One Encounters

Roll	Result
1–2	Scouting Party
3–4	Frogmen of <i>Terra Incognita</i>
5	Trophy Hunter
6	Bufanoids from the Deep

and anon, individuals from amongst their species would undertake the long journey to Australia or South America, to find human mates and reproduce, forming small colonies and settlements far from the eyes of the surface-dwellers. As deep ones live for centuries, even millennia, they wish for uninterrupted solace in which they can practice their degenerate rites and further their species.

Tens of thousands of years ago, the elders of one particular colony of deep ones chose to prioritise seclusion above reproduction, and abandoned their desire to mate, seeking only solitude. In their ancestral memory they recalled the wars between the deep ones and the star-spawn of Cthulhu, and knew that the shoggoths had wiped out their former masters. In the long-abandoned abodes of the elder things—their tunnels and their ruined city—the deep ones saw no threats other than the shoggoths, creatures they knew well enough how to deal with.

Thus, deep beneath the ice shelves and far below the surface... beneath even the Elder Tunnels, stand sub-aquatic halls of ice and stone that no man has ever seen, nor likely ever will, and in this Stygian redoubt dwells a small colony of deep ones. At its heart stands a frozen temple, the sole inhabitant, a long-dormant star-spawn of Cthulhu, one of the ancient priests of aeons past. The deep ones found it there, entombed within the ice, still dreaming, a living casualty from millions of years prior when the elder things waged war for dominance against the star-spawn. They raised high walls around it, and hold it in high reverence. The most worthy among the deep ones share in the star-spawn's dreams as they sleep. Though immune to the baleful influence of the God in the Mountain, the deep ones nonetheless respected its presence, and did little to risk disturbing it. Periodically, they ventured into the Elder City and explored its broken avenues, claiming elder artefacts or subduing shoggoths for their own purposes, but ultimately the deep ones chose to remain in their city deep within the midnight sea.

For millions of years, this secluded Antarctic fastness seemed to be a safe-haven; free of the increasingly meddlesome scourge of humanity, but that time has drawn to a close. The deep ones watched warily as early expeditions to

the South Polar Region proved harmless. However, when the Germans arrived, collecting *Blauer Kristal* and meddling with elder thing structural technologies, the deep ones realised that they could no longer remain inactive, else they be destroyed by the coming cataclysm. They watched as the Germans discovered another star-spawn of Cthulhu and bound it, imprisoning it within Ritscher Station, and they recognised the dangerous power that Black Sun represents as it exploits Mythos sorcery and entities to do its bidding. The elder things saw the likely course of events as Black Sun continued to interfere with the great machines integrated into the Elder City itself, and had no choice but to act.

Now, a detachment of deep ones has entered the Elder City, attempting to thwart Black Sun's ambitions. They recognize no difference between humans—Nazi or Ally, Black Sun or *Nachtwölfe*—and care little for such meaningless distinctions. If they are threatened significantly, they attempt to return to their colony. The deep ones are particularly worried about German submarine activity, as they are well-aware of the damage depth charges can do to their kind, particularly the star-spawn they are enthralled to.

For an encounter with deep ones, the Keeper should roll 1D6 or pick a suitable entry in Table 17: Deep One Encounters, with information about each encounter described below. Deep ones are described on p.155 of *Call of Cthulhu, Sixth Edition* and on pp.224–225 of the KG. If required, the deep ones have the following skills: Listen 45%, Sneak 35%, Spot Hidden 50%, and each speaks a human language or two (English, some Samoan tongues, Spanish, Latin, and even a bit of French), usually at around 10–30% **Cth** / if required, the deep ones speak a human language or two at a skill level of d4 **Sav**.

SCOUTING PARTY

A party of six deep ones—four typical deep ones, a champion, and a chief—aware of the incursion of the humans, has entered the Elder City to discover what is happening, and to determine if the elder things have indeed returned. Despite their isolation, they are well aware of Black Sun, due to the faction's activities elsewhere in the world, particularly in the Pacific Theatre. These batrachian warriors come prepared for a fight, but their primary mission is to find out what the filthy humans are up to. They are equipped with a variety of weapons, ranging from spears and nets, to modern firearms scavenged from sunken submarines and naval vessels. The chief of the group knows a few spells.

FROGMEN OF TERRA INCOGNITO

Consisting of eight deep ones, this is a war party—ready to assault Black Sun, but wary of the group's powerful sorcery and the overwhelming odds arrayed against them. Equivalent to a British Commando squad, their scales dyed black with squid ink, these powerful warriors move stealthily through the Elder City seeking to ambush and

Table 18:
Elder Thing Encounters

Roll Cth / Card Sav	Result
01–30 Cth / Deuce - 4 Sav	Elder Thing Corpse
31–40 Cth / 5 Sav	Elder Thing Graves
41–60 Cth / 6–7 Sav	Degenerate Elder Things
61–70 Cth / 8 Sav	The Fugitive
71–75 Cth / 9 red Sav	Clash of the Titans
76–80 Cth / 9 black Sav	The Deadliest Game
81–90 Cth / 10 Sav	Elder Thing Vault
91–00 Cth / Ace Sav	Tea with the Elder Things

waylay groups of German soldiers, collecting human weaponry (particularly explosives). So far, they have amassed a small arsenal of firearms and grenades, their activities being blamed on the ongoing strife with the elder things. If the investigators cross their path, the deep ones may recognize that they share a purpose and leave the humans alone, or they may decide to kill them anyway. These deep ones are all champions and one chief, and their preferred weapons are a curiously curved type of hatchet equivalent to a *francisca*, balanced for throwing (50%, damage 1D6+1+db, atts 1, range 10 yds, 15 HP **Cth** / Range 3/6/12, Damage Str+d6 **Sav**).

TROPHY HUNTER

A single deep one is attempting to prove his prowess to the rest of the colony by going out alone to recover a trophy from the Elder City. This is a rite of passage for that individual; to go alone into enemy territory, kill, and bring back the spoils. The trophy might be the star-shaped head of an elder thing, a human heart, or perhaps some valuable artefact or weapon. He is particularly bizarre in his appearance, his body covered with ritual iridescent body paint, marked in glyphs to signify his ritual purpose, and he has on his head, shoulders, and torso segments of ridged silvery-green body armour (adding an additional 2 points of protection **Cth** / adding 1 point of

Armor to his Toughness **Sav**). This particular deep one is young but powerful, and if he survives, he will be a powerful champion amongst his people.

BUFANOIDS FROM THE DEEP

A group of six deep ones has come to the Elder City in search of shoggoths, whether dormant or alive, to bring back to their city for domestication and breeding. To accomplish this goal, they have with them bags containing fresh fish to lure the creatures, and each is armed with a long goad, equivalent to a cattle prod, delivering shocks equivalent to 220-volt live wires (50%, damage 2D8+stun, atts 1, range touch, 10 HP **Cth** / Damage 2d6+1, Reach 1, AP 2 if victim is wearing metal armor **Sav**). These devices can be adjusted to deliver less powerful shocks (1 Hit Point, 1D2, 1D3, 1D4, 1D6, 1D8, etc. **Cth** / 1d4, 1d6, 2d4 and 2d6 **Sav**), and require a Magic Point to utilize **Cth** / and require a Knowledge (Mythos) roll with a +2 bonus to utilize **Sav**. They are not expecting trouble from humans, and are actively trying to avoid notice.

Elder Things

As described in the timeline in the **Introduction** (p.15), aeons ago certain factions amongst the elder things observed the degradation of their race and foresaw the coming downfall of their kind. As a precaution, they concealed their possessions in caches around the city. Then they hid themselves away, seeking hibernation within the very ice that encroached upon their civilization. They predicted the natural cycles of the planet's ecosphere, and set their dormancy to allow them to rise at an allotted time, when the climate was more favourable to them. That time is not due for several millennia yet, but the Germans have prematurely disturbed them from their long rest. Like someone awakened in the middle of the night, long before their alarm clock is set to ring, the elder things are not at all happy.

The atavistic elder things' plan upon waking was to cleanse the Earth and start over. They once believed that when they returned, the human race would have passed its zenith and be in a state of decline, easy to dominate and overthrow. The other Mythos races would be of little difficulty to the elder things, weakened from their ongoing struggles against humanity. Unfortunately, the atavistic elder things have risen far too soon, only to discover that humans are now in their ascendancy in the first half of the 20th century, making astonishing strides in technological power and scientific understanding.

However, the situation is far from hopeless. These atavistic elder things are more powerful and have greater knowledge than the generations that came after them, and they are fully able to use the technological artefacts of their kind. With some of these arcane devices—the stone collars (see p.258)—the atavistic elder things are able to exercise psychic dominance and control over human beings remotely, turning them into their eyes and ears and unwilling servants.

Leaving their physical bodies hidden, they have dominated and possessed a number of German soldiers.

The possessed Germans are a mix of individuals from conventional German forces, and a select few from Black Sun's ranks. Like the atavistic elder things, these soldiers are able to use the elder thing technology against other Germans, as well as the investigators if need be. Because these elder things have retained their extraordinary scientific minds, they seek to learn from their captives all pertinent information about present-day humans: their achievements, technology, and society. Their aim is to learn about this new threat posed by humankind... and eliminate it. Thus they have taken control of some of these human interlopers and are using them to strike against their own people, infiltrating the German ranks.

At the same time, however, the elder things are wholly alien, lacking the everyday understanding of commonplace items that modern humans take for granted, such as can openers, cigarettes, and shirt buttons, making it difficult for them to wholly dominate their captives whilst dealing with other humans. The Nazis are now aware that something is amiss, and are alert to members within their ranks exhibiting strange behaviour or demonstrating inexplicable gaps in memory or basic knowledge.

Another serious flaw in the atavistic elder things' plan

The possessed Germans are a mix of individuals from conventional German forces, and a select few from Black Sun's ranks.

is that their real bodies are left immobile and vulnerable. They are hidden away in several crèches throughout the Elder City, originally concealed deep within safe chambers that have unfortunately become exposed or are readily-accessible due to the ongoing ruination of the city over millions of years of geographic upheaval (see Elder Thing Vault on p.325 for more information). The Germans have realised, as did the Pabodie Expedition, that dogs react strongly to the presence of elder things, and so the hunt is on, with patrols using dogs to attempt to sniff out the elder thing hiding spots.

The atavistic elder things sent out a psychic signal which was received by those of their kind who still remained—several small pockets of “degenerate” elder things that dwelled in the vicinity of the Elder City, whether within or without its boundaries. These elder things inhabited the city up until its abandonment, and unlike the majority of their race, chose to enter hibernation rather than relocate to their new cities at the bottom of the sunless sea (see p.272). It was one of these groups that the Pabodie Expedition met, disastrously, back in 1931, and not all of those elder things awakened met their ends at the hands of the shoggoth that chased Dyer

and Danforth away. Now awakened and organized by the atavistic elder things, these elder things are attempting to shrug off their lassitude and fight alongside their less degenerate ancestors.

They are joined by a group of “newborn” elder things released as spores in 1931 when the elder things returned to the Elder City. Hidden in pods throughout the city’s uppermost reaches, beyond the awareness of the shoggoths, these new elder things grew rapidly and inherited the knowledge base of their race through psychic transference from information stored in the star-shaped soapstones (p.319), a common means of education for their race.

Currently, the elder things *en masse* are working together on four separate endeavours to combat the intruders in their fallen city:

1. They are actively capturing German soldiers and psychically dominating them, using artefacts known as stone collars (see p.258 for a description). These collars enable them to exert command over their captives and to communicate with them.
2. They are reactivating old breeding vats within a former breeding facility located within *Das Grabgewölbe* (“The Vault”) attempting to rapidly cultivate a race of combat servitors combining shoggoth and elder thing genetic strains, to use as dispensable foot-soldiers against the well-armed German forces. See p.325 for more information on this facility and what lies therein.
3. One of their grandest treasures is a vast reservoir of inert proto-shoggoth material, ready for activation with the proper genetic “seeds.” They plan on capturing a number of German soldiers (hopefully the investigators do not end up here), controlling them psychically, and introducing them into the proto-shoggoth material, creating a leviathan they can control from within, directing it at the German forces on *Die Sammlung* (“The Collection”), or failing that, combating the God in the Mountain. See p.300 for more information.
4. An artefact of considerable power remains intact, despite the aeons—the Sphere of Nath—a device capable of moving tremendous amounts of reality through the elder things’ extradimensional “Great White Space” and eventually to a location of their choosing. They have selected to transport the majority of the Elder City to a predetermined spot at the bottom of the Marianas Trench, deep within the Pacific Ocean, far from the Elder Towers and the mechanisms that will awaken the God in the Mountain. This is their failsafe plan, a ticking clock should they be unable to stop Black Sun’s plans of awakening the slumbering deity. See p.335 for more information.

Many of the elder things active in the Elder City are working towards one or more of these goals. Whenever an encounter with elder things is indicated, the Keeper

should roll D100 **C_{th}** / should draw an Action Card, redrawing if it is a face card or a Joker **S_{av}**, consulting Table 18: Elder Thing Encounters to determine what the investigators experience.

ELDER THING CORPSE

The investigators find the corpse of an elder thing. The Keeper should roll a D6 to determine the cause of its demise. On a roll of 1–3, the Germans got to it, and the corpse is riddled with bullets and hacked apart, perhaps even showing the scorches of a flamethrower or the shrapnel damage of an exploded grenade. On a roll of 4–6, the elder thing was the victim of a shoggoth, and has been savagely treated, the body showing signs of ruptures, compression, tearing, and finally, decapitation through brute force rather than with any sort of cutting tool. In either case, the elder thing’s corpse gives off a ghastly stench the investigators may have sensed earlier (in either the Elder Tower or the Elder Tunnels), and is lying in now-frozen puddles of greenish-black ichor. It is also covered with traces of a hideous, slightly iridescent slime characteristic of shoggoths. If the investigators have not yet encountered elder things or shoggoths, a successful Cthulhu Mythos roll **C_{th}** / Knowledge (Mythos) test **S_{av}** identifies the corpse and the telltale slimy residue.

Investigators finding the corpse of an elder thing should make a Sanity roll, with a 0/1D4 SAN loss potential **C_{th}** / should make a Nausea test with a –2 penalty **S_{av}**, less than the normal amount due to the understanding that the creature is dead and no longer a threat.

ELDER THING GRAVES

As the investigators are passing through an outside area, in a gap between ruined buildings and the enshrouding walls of glaciation, they discover an area where the ground has been disturbed considerably, so much so that a Spot Hidden or Track roll **C_{th}** / Notice test **S_{av}** is not needed to notice something amiss. Three mounds at least a yard (or metre) across and one third that in height have been made in a triangle, ominous bulges in the snow marked with small dark greenish centrepieces. If the investigators are near these mounds, they see that they are topped with star-shaped soapstones of the type that have undoubtedly become familiar to them. A successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** reveals that there are smudges of greenish-black fluid in the snow near these mounds, and a successful Track roll **C_{th}** / Tracking test **S_{av}** indicates that the things that made these mounds had curious, spade-like footprints, with something like several thick hoses dragged across the ground in their midst. If the investigators have encountered elder things before, a successful Idea roll **C_{th}** / Smarts test **S_{av}** identifies the tracks as theirs, if it is not immediately apparent.

Poking inside the mounds reveals that these are the graves of elder things slain by the Nazis or killed by shoggoths (Keeper’s discretion), and that the inhabitants of these

graves are quite dead. The elder things become enraged if the investigators disturb the graves to any significant degree, and if the investigators are unlucky or particularly egregious in their disrespect, the elder things will attempt to track down those responsible and wreak vengeance upon them.

DEGENERATE ELDER THINGS

A group consisting of 1D3+1 elder things akin to those encountered by the Pabodie Expedition, awakened from their longstanding hibernation. Though their race had slid into despondency at the time of their hibernation, they are now invigorated by the return of their atavistic forefathers, and are participating in efforts to eradicate the human infestation and stop Black Sun's scheme. When encountered, the degenerate elder things are on some inscrutable mission, perhaps attempting to repair or assay the damage to the city done by time and geological shift, restoring the great machine that keeps the God in the Mountain dormant. They might be clearing rubble from some collapsed building, or even making repairs to some structure using a variety of their tools (see Elder Thing Artefacts on p.319).

How they react to the investigators is entirely dependent on how they are approached. Their natural inclination is to capture and/or kill the human interlopers, seeing no difference between the investigators and the Germans. A successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** provides enough understanding of their means of expression that the investigators can communicate with the enigmatic beings, though if the elder things are provoked, they launch into violence or flee, depending on how the conflict evolves. If the investigators are not violent, and somehow demonstrate that they are not allied with the Germans, one of the degenerate elder things attempts to snatch a suitable investigator and fly off to a safe location where atavistic elder things can be summoned, an event leading into the Tea with the Elder Things encounter described on p.275.

THE FUGITIVE

Sharp cracking sounds echo across the black towers and crazy-quilted streets of the Elder City — staccato bursts of machinegun fire and the sporadic report of pistols or rifles. Angry, excited shouts in German follow — mixed with barks of keyed up dogs. If the investigators make successful Listen and Other Language (German) rolls **Cth** / Notice and Knowledge (German) tests **Sav**, they hear the voices declaring in German “Pay attention, before we lose it!”, “Go!”, and “Quickly... follow it!” The dogs indicate their excitement, but do not elaborate. This commotion is coming from quite nearby, perhaps within the equivalent of a city block away, and the clatter of boots against the tiled streets indicates that the Germans are coming!

As the investigators debate what to do, they are confronted suddenly with the ungainly form of an elder thing, bleeding from many bullet wounds in its barrel-shaped torso.

Barely aloft, it flutters into the street before them, and then crashes with an ungainly thump. It struggles to regain its footing, the five tentacles at its base scrambling to find purchase, writhing with its many-branched mid-body tendrils and sliding to-and-fro along the frozen earth. Stinking, greenish ichor runs onto the ground, staining the snow garishly, and the eyestalks dart wildly, red-irised eyes focusing on the investigators.

Each of the investigators witnessing the fugitive elder thing's arrival should make a Sanity roll (0/1D6 SAN) **Cth** / Horror test **Sav** upon witnessing this sight. The elder thing continues to attempt to rise, or to make its way to shelter. Nearby are several open and half-collapsed buildings which could potentially be used as hiding spaces or shelter should the investigators choose to flee, or assist the wounded creature. The German forces arrive 1D4+2 rounds after the elder thing lands, giving the investigators very little time to formulate a plan. There are four German Infantry Soldiers (KG, p.32) leading two dogs (*Call of Cthulhu*, *Sixth Edition*, p.204 **Cth** / *Bestiary* section of *Savage Worlds Sav*). Two of the men are equipped with *Flammenwerfer* 41s (KG, p.154). The dogs arrive two full rounds before the rest of the soldiers, released to follow the fugitive elder thing and potentially immobilise it.

CLASH OF THE TITANS

The investigators are enjoying a brief moment of rest, the only sounds in the city being the wind moaning over the Mountains of Madness. The relative peace is broken with a slight clatter, as if stones are scattering across the ground, and then there is all at once an unearthly cacophony, a sound that is at once screeching and piping, a chimerical roar as if from several creatures at once. The sound lasts for several moments, pauses briefly, and then continues, as if the beings making it were moving.

A successful Listen roll **Cth** / Notice test **Sav** reveals that the sound is coming from within a high-vaulted five-sided building, partially open to the sky, visible from the other side of a long, half-broken wall the investigators are near. If the investigators check it out, they find the cause of the disturbance: the horrific and unimaginable sight of two ghastly creatures locked in mortal combat, an elder thing and a shoggoth, wheeling and surging to-and-fro through the ruins. The elder thing has been terribly wounded, with some of its mid-torso branching limbs broken and at least one torn away, and many gouges and tears stripe its flanks, torn fanlike wings attempting to take its weight and spirit it away. The shoggoth, meanwhile, is a surging mass of limbs, toothed orifices, pseudopods ending in beaks or even blade-like protuberances, and it has lashed a long, thin tendril around the elder thing's barrel-shaped torso, just above the five-tentacles at its base. Each creature contributes to the ghastly symphony, with the elder thing screeching in a sibilant, piping tone, mocked and mimicked by the shoggoth, who adds an entire repertoire of other cries, from those of

the elder thing, penguins, sea lions, and even the occasional word or two in German.

Investigators witnessing this violent spectacle should each make a Sanity roll, with a potential SAN loss of 1D6/1D20 points **Cth** / Terror test **Sav**, with the Keeper bearing in mind that the investigators may be growing used to the horror of these creatures and may have already lost enough SAN from already seeing elder things or shoggoths.

If the monstrous beings are left undisturbed and the investigators (wisely) do not intervene, the shoggoth eventually kills the elder thing, though the battle continues for several rounds. It eventually drags it to the ground, crushing its torso and tearing at it with talons and fangs and spiked limbs that it forms to perform the brutal deed. Eventually,

the shoggoth wraps a section of its mass over the elder thing and wrenches the starfish-shaped “head” from the creature, engulfing it and leaving the body to settle and spill ichor across the snow-and-ice-covered ground. It rears for a moment, shrilly bellowing “*Tekili-li! Tekili-li!*” as if triumphantly. Once done, it moves away into the dark recesses of a nearby ruined building.

If the investigators intervene and manage to drive off the shoggoth before it kills the elder thing, the elder thing faces them for a brief moment, gaining a psychic impression of them, and then flees rather than interact with the investigators. Any attempts at aiding the creature require successful rolls of both First Aid and Biology **Cth** / Healing or Knowledge (Biology) **Sav** to make sense of the

Elder Things: Old and New

ATAVISTIC ELDER THINGS

The elder things described on pp.156–157 of *Call of Cthulhu*, Sixth Edition **Cth** / pp.225–226 of the *KQ* **Sav** are the ones encountered by Miskatonic’s Pabodie Expedition of 1930–1, beings newly emerged from millions of years of hibernation in South Polar ice. As such, those elder things are from the degenerate era of their species: culturally in decline, intellectually stagnant, even physically inferior to their forbears. Tainted by millions of years of baleful emanations from the God in the Mountain, the “current” elder things are the ones who have devolved, crude inheritors of a once-magnificent race of starfaring scientists and planetary colonists. The elder things of old fought Cthulhu and his star-spawn to a standstill, and stood against the mi-go and the great race of Yith, whilst their descendents were nearly extinguished by the shoggoths, creatures of their own making.

Provided here is a description of the “atavistic” elder things at their prime, scientists that know almost all there is to know about terrestrial biology and genetics, as they directly or indirectly created it. These are the elder things from the council ultimately responsible for the destruction of their city in the first shoggoth rebellion, 250 million years ago. They utilised devices that allowed them to project their consciousnesses into the Great White Space, their bodies remaining in stasis for a quarter of a billion years.

Now, they have emerged from this timeless exile, and have quickly recognised the threat the Black Sun possess to this world. Though their onetime great city in Antarctica is in ruins, these elder things have encountered others of their race, hiding in the ruins — survivors awakened after the Pabodie Expedition and newborn elder things released at that time. All three generations are in the process of re-establishing contact with still others of their race, sequestered in a city at the bottom of the Stygian, sunless sea, far from light and humanity. Though possessing many differences, the elder things are

united in their desire to stop Black Sun before it awakens the God in the Mountain... destroying the world in the process.

Appearance: Atavistic elder things are similar in appearance to normal elder things (appearing in *Call of Cthulhu*, Sixth Edition on pp.156–157 and in the *KQ* on pp.225–226), but with several distinct differences. Firstly, they are taller and their hide is more colourful than their greyer degenerate descendants, and secondly, their tendrils (corresponding to head, arms, and feet) are longer and more delicate. Their wingspan is somewhat greater when their fan-like wings are expanded, and lastly, there is an indefinable quality of nobility about them that is less-present than in their degenerated descendents. The lines of their bodies are straighter and possess a refined, sharper look, and their movements are more precise and deliberate than those of subsequent generations. As with their primitive offspring, however, atavistic elder things communicate with strange sibilant whistles. A successful Elder Thing roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** identifies the atavistic elder things as an older and less-degenerate version of their race.

Cth

STR 4D6+24 **DEX** 3D6+6 **INT** 2D6+12
CON 3D6+12 **SIZ** 6D6+12 **POW** 4D6
EDU n/a **SAN** n/a **Hit Points:** 27–28

Damage Bonus: +3D6; Move 8 / 10 (flying).

Skills: Hypnosis 35%, Listen 35%, Sneak 30%, Spot Hidden 40%, Throw 30%, Track 20%. Additionally, they have vast knowledge of scientific skills such as Biology, Chemistry, Forensics, and Medicine, though their knowledge base is so alien and they have no reasonable means of (or motive for) sharing that knowledge.

Weapons: *Tentacle* 50%, damage ½ db in laceration or constriction.

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Armour: 8-point fibrous skin and flesh.

Spells: Each atavistic elder thing has INT×4 chance to know 1D4 appropriate spells. Suitable spells are Alter Weather, Cloud Memory, Contact Elder Thing, Deflect Harm, Elder Sign, Mindblast, Mind Transfer, Power Drain, Reach, Sense Life, Warding, Wrack.

Sanity Loss: 0/1D6 Sanity points to see an atavistic elder thing.

Attacks: In hand-to-hand combat, an atavistic elder thing may use all five tentacles at once, but no more than three may be used versus a single target. Once a tentacle grips, it uses the immense strength of its fine tendrils to dig deeply into the victim's flesh. Each round thereafter the victim loses Hit Points equal to half the atavistic elder thing's damage bonus in constriction, piercing, and crushing damage.

Additionally, an atavistic elder thing can hurl an opponent away, requiring a successful Throw skill roll and a roll of the elder thing's STR vs. the target's SIZ. Damage is equal to the atavistic elder thing's damage bonus, if successful.

Close combat, however, is crude, and in place of physical struggles, most atavistic elder things will use their ability to possess (see below), spells, or technology, whether weapons or medical devices improvised as weapons. See p.319 for examples of elder thing technology that might be utilised.

Possess: To possess a human, an atavistic elder thing must succeed in an opposed POW resistance roll, comparing its POW with that of the target. If the elder thing wins, the host's mind is tortured and strangled into oblivion with each minute that passes. The human host may attempt to resist once per minute. The first roll is POW×4, then POW×3, POW×2, and finally POW×1, where it remains. If any of these rolls are successful, the host is able to repel the possession. Otherwise, all hope is gone. The possessed human will remain trapped, a prisoner in the dark room of their own mind, unable to see or hear, but feeling the pain that their body goes through as it is carelessly ridden by the possessing force.

An atavistic elder thing will seek to preserve its human host for convenience, but it no more feels the damage inflicted on its human host than a human feels a scratch on the car it drives. The elder thing will drive its human host until it falls to pieces, long after it has taken enough damage to have killed it. Each host body will continue to function until it has accumulated damage equal to four times its original Hit Point total. If the human vessel takes enough Hit Points to kill it, the human dies after the possessing elder thing departs the body.

For example, a possessed German soldier with 15 Hit Points will keep functioning until it has sustained a total of 60 Hit Points of damage. By this point, however, the subject of this possession will be little more than a ragged, staggering

framework of bone and loose tissue towards the end (costing SAN 1/1D6 to see such a bloodied, walking corpse).



Attributes: Agility d8, Smarts d10, Spirit d6, Strength d12+6, Vigor d12+4.

Skills: Fighting d8, Knowledge (Mythos) d8, Knowledge (Science) d12+2, Notice d8, Stealth d6.

Pace: 6; **Parry:** 7; **Toughness:** 17 (4).

Special Abilities

- **Aquatic:** Swimming Pace 10".
- **Armor +4:** An atavistic elder thing's skin can repel bullets.
- **Dark Sight:** Atavistic elder things ignore all darkness penalties.
- **Flight:** Flying Pace of 10", Climb rate 3.
- **Horror:** Anyone seeing an atavistic elder thing must successfully make a Spirit test or roll on the Horror Effects Table (p.181).
- **Immunity (Space Travel):** Atavistic elder things are immune to the rigours of space travel.
- **Other Worldly:** The alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Size +3:** Atavistic elder things are massive creatures.
- **Spells:** Atavistic elder things know up to 4 spells chosen by the GM. Suitable spells are *alter weather, cloud memory, contact elder thing, deflect harm, elder sign, mindblast, reach, sense life, warding, wrack*.
- **Tentacles:** Parry +1, ignores shield bonuses. An atavistic elder thing may attack with up to 5 tentacles. They each have a Reach of 1, and up to 3 may attack one target. They gain a gang up bonus if more than one attacks the same target. They grapple foes and then slowly squeeze the life out of them, doing Str damage every round.
- **Possess:** If an atavistic elder thing succeeds at an opposed Spirit test against a human, it possesses him or her. The human host may attempt to resist by making a successful Spirit test once per minute, with a -1, a -2 and a -4 penalty, respectively. If any of these rolls are successful, the host is able to repel the possession. Otherwise, the possessed human will remain trapped, a prisoner in the dark room of their own mind, unable to see or hear, but feeling the pain that their body goes through as it is carelessly ridden by the possessing force. The possessed human gains the Hardy Monstrous Ability.

NEWBORN ELDER THINGS

During the ill-fated Pabodie Expedition described in "At the Mountains of Madness" and referred to prior in this campaign, Professor Lake discovered a number of supposed carcasses of elder things, frozen in an icy cavern deep beneath the surface. His autopsy of one of these beings provided a wealth of clinical information about these beings.

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A synopsis of his notes was included in the briefing given to the investigators in **The Floating Kingdom**, p.37.

Lake hypothesised (correctly) that elder things reproduce via budding spores. Thus, the single-chromosome reproductive generation of the creatures alternates with a microscopic duo-chromosome stage, not unlike many terrestrial flora, though it is entirely possible that the creatures possess more than this number of chromosomes (five would be appropriate, given their configuration). Unfortunately, before Lake and his fellow scientists could investigate further, the seemingly-deceased elder things were revealed to be merely dormant, and slew Lake and his companions, apparently in retaliation for the “murder” of one of their number.

Soon after, Dyer and Danforth entered the Elder City in search of a missing member of the expedition. They spent several hours exploring the ruins, eventually encountering a shoggoth and fleeing. In the midst of their travels within the city, they encountered many horrors and inexplicable sights, including the newly-slain corpses of the elder things discovered by Lake and his men. In the days that followed the

destruction of Lake's camp, the elder things returned to their home, assessing the city's condition and the state of affairs, and decided it was time to begin their species anew, secreting thousands of now-active spores about the city before some of their number were found and slain by the shoggoths.

In seclusion, these spores rapidly grew to adulthood, though most were discovered and killed when found by the shoggoths. Some few survived and prospered, rapidly growing in consciousness and knowledge through various means available. When the Germans began their trespass into the Elder City, more than a hundred of these “young” elder things were active, and a few dozen of their number have already been lost to conflict, or captured. Others have joined the atavistic elder things (described above) and still more have fled to the elder thing refuge deep beneath Antarctica, the “stygian sunless sea” mentioned by Dyer.

Though these elder things are relatively young and do not possess the full range of knowledge available to their forebears, they are identical to those described in **Call of Cthulhu, Sixth Edition** on pp.156–157 and pp.225–226 of the *KG*.

creature's unusual physiology. If surviving, the wounded elder thing returns to its kind and informs them of the investigators' behaviour, an announcement met with considerable interest.

Soon after, the elder things make an attempt to contact the investigators detailed in the encounter titled Tea with the Elder Things (p.275).

THE DEADLIEST GAME

The elder things have organized several small hunting parties to seek out and strike back against the Germans that have invaded their city and interfered with the great machine that keeps the God in the Mountain dormant. If the investigators have not established some prior communication with the elder things when this encounter is determined, they have unfortunately been mistaken for Germans and the elder things act against them.

To this end the elder things are attempting a classic ruse: using live bait to lure their prey. They have captured a single German soldier, disarmed him, and have secured him to a section of wall in an excellent space for an ambush. His hands are tied together above his head with his own belt and he is secured to the wall with the strap from his rifle, looped cruelly around his neck. The soldier—an infantryman—is held at the end of a *cul-de-sac* immediately adjacent to an avenue that the Germans pass through semi-frequently. These degenerate elder things hope that his companions will hear his cries and come to his rescue, at which time they will

either capture or kill the newcomers, enslaving them with stone collars, dominating them psychically, or using them as more bait. A group of 1D4+1 elder things lie in wait nearby, concealed high in towers and atop ruins, armed with crystal staffs and bore projectors (described on pp.184–185 of the *KG* and p.319 of this chapter, respectively).

If the investigators are not moving stealthily, the soldier hears the scuff of their boots or any conversation between them and calls for help in German. Though his voice is hoarse and he's shivering, he shouts loudly enough that no Listen roll **Cth** / Notice test **Sav** is required to find him. He has been cowed enough by the elder things to participate in their ruse, but if the investigators attempt any questioning he readily breaks down and claims that the creatures captured him and left him to die. At an opportune time, the elder things strike, firing at the investigators with their ranged weapons and/or swooping in to engage them in close combat. The Keeper should have the investigators make Sanity rolls (0/1D6 SAN) **Cth** / Horror tests **Sav** when the elder things appear so suddenly. In combat, the elder things are fond of the reliable “grab, fly, and drop” manoeuvre when dealing with humans, and may attempt this tactic against the investigators.

If the investigators somehow managed to impress upon the elder things that they are not aligned with the Germans, the elder things may attempt to make contact with them as per the Tea with the Elder Things encounter described on p.275.

ELDER THING CRÈCHE

The atavistic elder things went into hibernation in specially sealed crèches when they saw the oncoming ennui and slide into ruin of their once-proud race. These crèches were once deeply concealed and secure, living time capsules, long-forgotten by the elder things that remained in their city and suffered the degeneration brought on by prolonged exposure to the God in the Mountain. As aeons passed and the city suffered titanic, cataclysmic geological shifts that shattered it and remade its topography, some of these crèches were destroyed, their inhabitants crushed unawares, whilst others surfaced and became less secure. Over millions of years, shoggoths destroyed the crèches that they could, slaying the dormant elder things within before they awakened, but a scant few of these hiding places remained intact. Now that some of the atavistic elder things are awakened, they have sent their degenerate descendants to find and open the remaining crèches and discover what is left of their time-lost generation.

Whilst moving through or taking shelter in an interior space, the investigators have inadvertently discovered one of these spots in their exploration of the Elder City. The Keeper should ask the investigators to each make a Spot Hidden roll **C_{th}** / Notice test **S_{av}**. Success means that they notice something odd about the configuration of walls in the chamber they now explore. The wall constructed to conceal the elder things' hiding place has weathered differently than the surrounding rock, and shows strange scrapings as if it is somehow mobile, socketed into place rather than fixed. A successful Geology roll **C_{th}** / Knowledge (Geology) test **S_{av}** reveals that the wall itself is made of slate, whilst the rest of the surrounding structure is of basalt, inlaid with decorative soapstone tiles that have long since fallen free and shattered, pieces now littering the floor. Sandwiched in a hollow partition between the thin slate wall and the actual crèche the elder things slumber within are three shoggoths, still enslaved by the elder things, psychically bound in place millions of years ago when the creatures went into hibernation.

Investigators meddling with the stony wall inadvertently cause these creatures to awaken, and they begin to flex, straining within the confined space. A successful Listen roll **C_{th}** / Notice test **S_{av}** alerts the investigators to the movement behind the wall, and 1D3+1 rounds later, the wall begins to crack in three places, with the protoplasmic shoggoth matter pushing through the cracks, widening them as the creatures struggle to liberate themselves from their holding place. It takes another two rounds for the shoggoths to fully break free, and they surge forth with the express instruction to destroy invaders. Investigators witnessing the shoggoths emerge from the wall should make a Sanity roll (1D6/1D20 SAN) **C_{th}** / Terror test with a -2 penalty **S_{av}** at the sight of the shoggoths. If the investigators (wisely) fled before they could see the shoggoths entirely, the potential lost SAN is reduced to 0/1D3 **C_{th}** / to a Nausea test **S_{av}**.

If the shoggoths are somehow destroyed or subdued, the investigators see that the outer wall conceals an inner wall,

with three distinct slime-smeared pockets that formerly held the shoggoths. The stench is ghastly, forcing any investigator inspecting the area to make a CON×5 roll **C_{th}** / Vigor test **S_{av}** to avoid temporary nausea. This inner wall is also fashioned of slate set with a star-shaped soapstone tile. Radiating from around it are several concentric and crossing rows and sequences of dot patterns, intact examples of elder thing script. A successful Elder Thing Lore roll **C_{th}** / Knowledge (Elder Thing Lore) test **S_{av}** reveals that the markings denote the names and identities of those elder things "entombed" within. Without any sort of Rosetta stone to decipher the names, though, they are meaningless, even with a successful roll. This inner wall is relatively thin, and breaking it causes the elder things within to begin the process of awakening.

Once the shoggoths are awake and the inner wall has not yet been breached, the Keeper should roll 1D10 each round. On a roll of 1, the atavistic elder things become aware that their hiding place has been discovered. Each round thereafter, 1D10 elder things return to their bodies. There are a total of seven atavistic elder things in the hiding place, four of which are lifeless husks, having died tens of millions of years ago. Once awakened, they attempt to make psychic contact with any others of their kin, and then survey the city to determine why they are awake and what has befallen their civilisation. They react poorly if awakened violently, though if an earnest attempt at communication is made by the investigators, they will be curious enough to react as scientists rather than defenders.

Unlike their already-awakened brethren in the Elder City, these elder things have no existing prejudice against humankind, or even experience with them, as the creation of humankind came well after their hibernation. Nonetheless, they recognize humanity as being the work of their race, a natural evolution of principles and projects they conducted here on Earth and elsewhere in the galaxy.

TEA WITH THE ELDER THINGS

The investigators enter a covered underground interior, a long and skewed vaulted hall with a torn and crumpled floor. The place is strewn with debris from a ceiling that has half-collapsed under the weight of the ice overhead, the remaining massive sections of stonework held in place by ice that has engulfed it. As they move through this area, the investigator with the highest Elder Thing Lore **C_{th}** / Knowledge (Elder Thing Lore) skill **S_{av}** has the curious sensation of being watched, continuing on for several seconds, despite any efforts at concealment. The Keeper should allow Spot Hidden and Listen rolls **C_{th}** / Notice tests **S_{av}** to detect this mysterious watcher, but even a successful result provides no answer.

Suddenly, the investigator feels an intense pressure at the front of their skull, and must make a resistance roll of POW vs. a POW 16 **C_{th}** / a successful Spirit roll with a -2 penalty **S_{av}**. If the roll is a success, the pressure in the investigator's skull subsides and the investigator with the second highest

Elder Thing Lore skill **Cih** / Knowledge (Elder Thing Lore) skill **Sav** has a similar sensation of being watched, with the same subsequent results. If the roll is a failure, the investigator is temporarily placed in psychic contact with one of the elder things, concealed elsewhere within the Elder City. Despite the nature of this as “psychic combat,” no harm is intended, and other than a slight headache, the investigator feels no harm or threat, though they become aware that their memories are being examined and even rifled through.

Once contact is made, the investigator gains a sense of an offer being made, perhaps in the form of symbols that indicate peaceful intent, or a truce, such as a white dove, a white flag, an open hand, etc. The Keeper should ask the player if the investigator agrees to this offer. If the offer is accepted, there is a slight dizzying sensation and the investigator feels as if they are somewhere *else*. At this point, the elder thing in contact with the investigator uses locations and personalities from the investigator’s memories, assembling and altering them to appear in a reassuring form and communicate without causing horror or dismay.

The actual location should be selected by the Keeper based on a particular place the investigator would feel secure and safe, though one suggestion is to use Rear Admiral Byrd, from the bergship *Jeremiah*. The elder thing in contact with the investigator was one of those who Byrd encountered whilst stationed in Antarctica (described in Byrd’s testimony on p.45).

The investigator is suddenly seated at the conference table in *Jeremiah*’s briefing room. Before them is a simple metal tray with a tea set upon it, steam rising from the kettle and the covered tea pot. Two cups. Darjeeling, from the smell. The bergship is curiously empty and silent. The investigator is in either a military uniform or civilian dress (whichever is appropriate), and does not possess a weapon. Any facial hair the investigator may have grown since the expedition began is gone, and current wounds or recent injuries are not present.

At some point, quietly and suddenly, a man in a uniform appears at the head of the table whilst the investigator’s attention is elsewhere. It is Rear Admiral Byrd, though none of his mannerisms are present. He is eerily still, his expression blank and his eyes fixed forward. Almost mechanically, Byrd reaches out, carefully picks up the teapot, and from it pours two cups of tea. He slides one of them across the table towards the investigator. Though there is a strange awkwardness to his motions, they are nonetheless precise, and not a drop of tea is spilled in the process, nor does either cup even rattle in its saucer. Byrd picks up his teacup and waits patiently for the investigator to do the same.

If spoken to, Byrd replies slowly, as if trying out speech for the first time, and the inflections of his speech seem unusually disjointed, with curious pauses, seemingly belonging to other phrasing or words.

“Do not... be alarmed. You are in no danger. Your body is... in our city... unharmed. This form is known to us from... years

past. His semblance... was selected to instil assurance... to provide a familiar vessel... to communicate with you.”

If the investigator chooses to exit the room, outside the door the investigator finds that they have emerged in the tent camp created by Professor Lake, from the Pabodie Expedition of 1930–1, also empty. A man in heavy winter gear stands still in the centre of the camp, with a sled dog sitting passively at his side. If the investigator has encountered Gedney’s corpse (p.264) he is recognized. Alternatively, a successful Idea roll **Cih** / Smarts test **Sav** causes the investigator to pick the man out from a photo of the expedition’s personnel, provided with part of the Miskatonic briefing from the flight to *Jeremiah*. The man speaks slowly and awkwardly, as did Rear Admiral Byrd.

If Byrd or Gedney are not adequate, other identities the elder thing utilizes are dead Germans it has captured and enslaved in the Elder City, or a familiar face from the investigator’s life prior to their arrival in Antarctica—each vessel acting in the same fashion and continuing from where the prior manifestation ended, as if uninterrupted. If the investigator demands that the elder thing show itself, it appears in its true form, albeit in the same location, but speaking as if with the investigator’s own voice.

In one form or another, the elder thing continues to press the conversation with the investigator, all the while taking small sips of tea, almost mechanically. Following are salient points the elder thing makes, in whatever body it is presenting to the investigator:

- “We are the oldest race... on this planet. Our experiments created all life as you know it. You are the descendants... of side effects of our idle experimentation.”
- “One thing on this world is older than my race. It was here before we came across the stars. It has no name known to us... but we call it... the God in the Mountain. It has slept... since the earliest days of this world... when its surface was cooling and its atmosphere... had not yet coalesced around it.”
- “This being... you would think of it as a god... is powerful beyond measure. Its awakening will herald the end... of your world. My people built great... machines throughout the city to prevent the God in the Mountain from awakening... to maintain its eternal dormancy... at all costs. Whilst those machines operated... it would never rise from its resting place.”
- “But now... my race examines the machines that... kept the God in the Mountain... and they are inoperable... irreparable. They were destroyed by time... the breaking of the city... the indifference of ice... and by the shoggoths.”
- “Some members of your race... threaten to rouse... awaken... the God in the Mountain. They worship the god in another of its aspects... a black sun. They believe that a risen God in the Mountain will grant them... the victory they desire.”
- “They have... taken control of several of our facilities... and their forces are... too great for us to assault them

directly. They inhabit our... archives... and plunder them for our devices.”

- “Two sites are of primary concern... a facility used to power this city, linked to five towers arrayed outside it... if they still stand. Through a central... nexus... within this centre, the towers will harvest psychic flow... energy... from your race. This will be fatal to... millions.”
- “The humans of the black sun must... be stopped... the facility... a generator, in your language... is critical. If they use it to... activate... our towers... a wave/flux of force will emanate... waking the sleeping god.”
- “We... resist... the humans of the black sun. We have taken... control of several of them... and use them as our agents. They must be... eradicated.”
- “When they are gone... we will... choose... to stay in this place... and undo... the madness... our experiments... have wrought... or to rejoin our race... elsewhere.”

The elder thing will not elaborate upon what it means by “undo the madness,” but the threat is evident. Similarly, it will not reveal how many of its kind remain in the Elder City, or where others of its kind are currently located. Information it will provide is the location (or a rough approximation) of the Power Centre, the Observatory, and the Collection—better known to the Germans as *Die*

“Our experiments created all
life as you know it.”

Stromzentrum, *Die Sternwarte*, and *Die Sammlung*. By “taken control” the elder thing is speaking of the German soldiers they have psychically dominated, or enslaved with the stone collars, to limited success. It is also capable of transmitting into the investigator’s mind a series of psychic visions portraying the formation of the Earth, the elder thing society at its height, the revolt of the shoggoths, and ending with an image of the Mountains of Madness. A palpable sense of dread emanates from the greatest of these peaks.

As the very last portion of this communication, the elder thing imparts a psychic “map” with the location of the key facilities within the Vault, known as *Das Grabgewölbe* by the Germans. This information is highly abstract, however, and comes in the form of a strange three-dimensional arrangement, almost like a multi-faceted constellation, with many links bridging the points. Some of these are brighter than others. The relevance of this mapping is not immediately apparent, but when the investigator enters the Vault, its meaning becomes evident.

When the conversation is over, the investigator should make a Sanity roll (0/1D3 SAN) **Cth** / Nausea test **S^{av}**, and immediately snaps back to full consciousness. Barely seconds have passed, and the other investigators may not have noticed that anything was amiss. A successful Idea roll **Cth** /

Smarts test **S^{av}** at this time yields the investigator a bonus of +1D3 points of the Elder Thing Lore skill **Cth** / one die level in the Knowledge (Elder Thing Lore) skill, keeping in mind that the Knowledge (Elder Thing Lore) skill cannot be more than one die level above the Knowledge (Mythos) skill **S^{av}**.

If the investigator reacts violently or attempts to harm the psychic *doppelgänger*, it vanishes immediately and the communication ends abruptly, with the investigator awakening. Unfortunately, the investigator has demonstrated to the elder things the brutality and ignorance of humankind, and henceforth the elder things make no effort to initiate contact with the investigators, regarding them as essentially identical to Black Sun and the Nazis.

If, during the course of the conversation, the investigator demands some proof of what the elder things are capable of, a psychically-controlled German soldier marches into the area the investigators are present in, communicating in the same flat, deliberate manner as in the psychic contact. A conversation where the investigator threatened the elder things is followed by four mind-controlled German soldiers, attempting to attack the investigators, fearlessly and with apparently inhuman endurance (see the Possess ability for the atavistic elder things on p.272).

EXPLORING THE RUINS

The investigators have come here for the most important of reasons—finding and stopping Black Sun—but the Elder City is bewilderingly vast and chaotic, engineered and organised according to an altogether alien aesthetic, created to serve a population of beings able to move across land and through the air with equal facility. The city is immense, beyond any mortal metropolis, and it is almost as vertical as it is horizontal, delving deep beneath the surface of the Earth, shattered and in disarray by the cataclysmic forces that have reshaped Antarctica into its current form.

As such, the investigators are going to have to move through a great deal of the Elder City as they seek for signs of Black Sun. The task is akin to approaching a modern city on foot from a point other than a road and attempting to find a particular neighbourhood without being able to read any signs, lacking a map, and having no one around to ask for directions. Though the Germans are many and their traces obvious, the investigators are likely to cover a lot of ground in their search for Black Sun’s base of operations, unless they have inside information provided by the elder things, or by finding and following Germans to those locations.

Table 19: Minor Points of Interest on p.278 includes a variety of generic spots and locations that might be encountered whilst the investigators are picking their way through the ruins, searching for major sites. For every four hours of travel through the Elder City, the Keeper can roll a D100 **Cth** / draw a card from the Action Deck, drawing again if a

Table 19:
Minor Points of Interest

Roll Cth / Card Sav	Result
01–10 Cth / Deuce Sav	Covered Thoroughfare
11–15 Cth / Red 3 Sav	Cul-de-Sac
16–20 Cth / Black 3 Sav	Broken Bridge
21–30 Cth / 4 Sav	Empty Storehouse
31–35 Cth / Red 5 Sav	Spiral Archive
36–40 Cth / Black 5 Sav	Massive Fissure
41–50 Cth / 6 Sav	Geometrical Glaciation
51–55 Cth / Red 7 Sav	Conical Monolith
56–60 Cth / Black 7 Sav	Ruined Labyrinth
61–70 Cth / 8 Sav	Wrecked Machinery
71–75 Cth / Red 9 Sav	Unstable Ground
76–80 Cth / Black 9 Sav	Public Space
81–85 Cth / Red 10 Sav	German Gun Emplacement
86–90 Cth / Black 10 Sav	<i>Kristall Blauer</i> Persuasion
91–95 Cth / Red Ace Sav	Avalanche
96–00 Cth / Black Ace Sav	Key Location

FOR EVERYONE WHO'S LOST FRIENDS AND
FAMILY, HERE IS WHERE THE SCALES ARE
EVENED. FOLLOW ME, BOYS!

—SGT. CARTER

face card or a Joker comes up **Sav** to determine which site is encountered, or choose whatever location is the most suitable. If a particular location is rolled twice, the Keeper should alter the description or roll again.

Many of these locations present clues about the nature of the God in the Mountain, or provide glimpses into the ancient history of the elder things. In some cases, these are redundant, as it is not anticipated that investigators will encounter all of these places. If an information-heavy location is encountered twice, the Keeper is encouraged to either choose again or alter the nature of the information it presents.

Descriptions of each location follow.

COVERED THOROUGHFARE

Towers are common within the Elder City, and covered thoroughfares connect many of them, as well as bridging gaps between structures on the ground. The investigators have entered one of these passages, a long and vaulted corridor curving curiously around a much larger structure, with ice at the level of the floor, let in through windows set at regular intervals along the right side, all along its length. Parts of the thoroughfare have broken and are exposed to the air, as the city's mountainous foundation shifted and adjusted, settling and deforming over millions of years.

On the left side of the thoroughfare is its most interesting feature, a lengthy band of carved mural of the type common throughout the city, depicting a titanic war between the elder thing society and that of curious and ghastly creatures exhibiting all of the worst visual characteristics of shellfish, insect, and bat. As portrayed in the mural, the elder things fought these beings to a standstill, unleashing horrific and titanic creatures somehow *manufactured* in a vast crucible. Eventually, though, the mi-go drove the elder things out of the northern reaches of the Earth, and the elder things retreated into solitude amidst dwindling colonies in the southern half of the globe, journeying inevitably to what is now the South Polar Region.

An investigator spending an hour studying the mural and succeeding in an Idea roll **Cth** / Smarts test **Sav** can add +1D3 to the Elder Thing Lore skill **Cth** / one die level in the Knowledge (Elder Thing Lore) skill, keeping in mind that the Knowledge (Elder Thing Lore) skill cannot be more than one die level above the Knowledge (Mythos) skill **Sav**, but must make a Sanity roll (0/1 SAN) **Cth** / a Nausea test **Sav**. A successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** reveals that the creatures the elder things fought were mi-go (also called the fungi from Yuggoth), a Mythos race usually associated with the North Pole and arctic climes and oft linked to tales of the abominable snowmen of the Himalayas.

CUL-DE-SAC

Many of the city's streets end in wide, circular or star-shaped clearings, and the particular one the investigators are following ends in just such a fashion. In this case, it is from a grand

boulevard (of sorts) from which led several branching paths extending at acute angles from the main concourse. The *cul-de-sac* at the utmost end of the main boulevard ends in a wide circular clearing, the centre of which was apparently a high tower, now razed to the ruins, the walls and floors shattered, with only the barest of foundation walls and spiralling ramps leading upward on the interior and exterior.

A successful Geology roll **Cth** / Knowledge (Geology) test **Sav** reveals that a majority of the rubble in this area, some of it jutting high into the sky, is of meteoric origin, and not indigenous to the region. A successful Natural History roll **Cth** / a second Knowledge (Geology) test **Sav** informs the investigator that there are various theories about tectonic upheaval in the South Polar Region, some thought to have been caused by massive meteor strikes, but this is much smaller, nowhere near the magnitude that would have caused widespread cataclysm. Should the investigators have access to a Geiger counter, they quickly discover that the region boasts some residual radiation: not a harmful amount, but considerably more than the background radiation elsewhere on the continent.

If an investigator makes a successful Cthulhu Mythos roll and a successful Navigate roll **Cth** / a successful Knowledge (Mythos) test and a successful Knowledge (Navigation) test **Sav**, the layout of these streets becomes apparent despite the upheaval that has strewn them in ruins — the streets are arranged in a configuration like that of a branching Elder Sign. It is not necessary for the investigators to know this, but it may be of interest. A second successful Cthulhu Mythos roll or Elder Thing Lore roll **Cth** / Knowledge (Mythos) or Knowledge (Elder Thing Lore) test **Sav** informs the investigators that this may have been the site of a Mythos-based attack, perhaps directed against the elder things by their enemies: either the fungi from Yuggoth or the star-spawn of Cthulhu.

BROKEN BRIDGE

A characteristic of the elder thing architecture were bridges spanning sections of their city. Many of these were broken and borne away by the push of the glaciers, and tectonic shifts that moved the Elder City's topography enough to separate buildings caused the bridges between them to collapse. The investigators came to a relatively chaotic area in the city's topography, and found their only way to proceed was through a building interior, a refuge from the rubble-filled folds of ice and broken architecture. Once upstairs, the upper floor opened to a bridge which would bear the investigators across an icy chasm, several dozen yards (or metres) below.

As the investigators make their way across the bridge, they notice that the building where the bridge leads is slightly askew, and they come to a section in the bridge where, due to the glaciation pushing the two buildings apart, sections of the bridge between them have fallen away, leaving a two yard (or metres) gap. The majority of the bridge's structure is fortunately still intact, but the gap is large

enough to require a successful Jump roll **Cth** / Strength test to grant extra Jumping distance **Sav** to leap across, or the use of climbing equipment. If the investigator fails the Jump roll **Cth** / Strength test **Sav**, they fall to the ground below, taking 2D6 Hit Points **Cth** / 3d6+3 **Sav** damage, halved if a successful Jump roll **Cth** / Agility test **Sav** can be made.

However, the bridge itself is slowly coming apart.

Cth Each time an investigator leaps across the gap and lands on the other side, the Keeper should make a resistance roll of their SIZ versus the shoddy bridge's STR 36. Normal winter survival gear adds +1 to the investigator's SIZ, and a bulky pack or additional gear may add an additional +1 or +2 SIZ, depending on how much is being carried. The Keeper should add half the SIZ (rounding up) of each investigator standing on the weaker side of the bridge, causing the weight the bridge must resist to accumulate. The bridge collapses when it "fails" the resistance roll, causing everyone on the landing side to scramble to safety. A successful Idea roll lets the investigators attempt to Jump as the bridge is falling, otherwise the investigators fall and take damage as above.

Sav Each time an investigator leaps across the gap and lands on the other side, the Keeper should make a Vigor roll of d6 for the bridge, with a +2 bonus to the roll. The roll receives a -1 penalty for each investigator that is on the other side of the bridge. The bridge collapses when it fails the test, causing everyone on the landing side to scramble to safety. A successful Smarts test allows the investigators to attempt to jump as the bridge is falling, otherwise the investigators fall and take damage as above.

If the investigators decide to ignore the obstacle, retrace their steps, and go around, they lose at least two hours seeking an alternate route.

EMPTY STOREHOUSE

Whilst making their way down a lengthy slope of ice and snow, the investigators find themselves in the centre of a building with a collapsed roof. It is a colossal structure, easily the size of an amphitheatre. Five-sided, with the remaining interior walls honeycombed with deep, peak-roofed niches — evidently some sort of storehouse for large quantities of goods, perhaps foodstuffs. Now picked clean and empty of all but rubble from the collapsed roof, it was once the home of dozens, if not hundreds, of shoggoths, whose black slime has formed layer upon layer of most of the walls and surfaces, though now this spoor is frozen and snow-covered, ancient beyond days.

If the investigators poke around, they find that some of the niches, covered with rubble and snow, contain the remnants of dozens of elder things, their desiccated and frozen corpses still bearing the savage wounds that cost them their lives. Few of their heads remain, and they have been stuffed into the niches with callous disregard. Also among their remains are countless bones that have been separated and

often broken—a successful Biology roll **C_{th}** / Knowledge (Biology) test **S_{av}** identifies the skeletons as those of freakishly-large penguins. Investigators finding these remains should make a Sanity roll (0/1D3 SAN) **C_{th}** / Nausea test **S_{av}**. Fortunately, the place has been long-abandoned by the shoggoths, though if the investigators make a commotion here, a dormant shoggoth might slither up from catacombs beneath the storehouse to investigate.

SPIRAL ARCHIVE

This once-tall, now-broken tower is, like many others, five-sided, with five arched open doorways at its base. Snow has engulfed some of the ground floor, closing off three of these entrances, leaving much of the lower level filled with ice and rubble from the upper levels that are no longer present. Bridges linked this structure to others, and one of them remains, jutting from the uppermost floor onto a terrace that seems relatively intact. Thus, it seems the best path to progress deeper into the city is through and up the tower, as the oncoming glacial layer is steep to either side. Entering the lower level through one of the unblocked entries, the investigators find that this was once an archive or library of some sort, a winding ramp spiralling up the entire remaining height of the tower. The strangely carved *bas-relief* murals of the elder things display a story of their culture upon the ramp, so that one might begin at its base and, walking upward, follow the progression of the tale.

In order to both progress upwards in the tower and to read the wall carvings, investigators attempting this must make a successful Climb roll **C_{th}** / Climbing test **S_{av}**. The wall mural is broken in places and the ramp is difficult to traverse, hence the need for the Climb roll **C_{th}** / Climbing test **S_{av}**. If the roll is failed, the investigator slides and falls, taking 1D3 Hit Points in damage **C_{th}** / 1d6+1 damage **S_{av}** from a short slide and tumble into rocky debris. A successful

Jump or Dodge roll **C_{th}** / Agility test **S_{av}** reduces this damage by half. The investigator can continue slowly, without making a Climb roll **C_{th}** / Climbing test **S_{av}**, but is so focused on movement that they are unable to learn much from the carvings.

If the investigator succeeds in the Climb roll **C_{th}** / Climbing test **S_{av}** and pays attention to the story being told, the spiralling mural depicts the origins of the elder things, including a stellar map describing their earliest origins in a distant part of this galaxy, an exodus across the stars taking millions of years, and their settlement upon the Earth. It also details the making of the Elder City itself, engineering within it a great mechanical architecture that seemingly combines magic and science, designed wholly to keep the God in the Mountain in stasis. This experience increases the Investigators' Elder Thing Lore skill by +1d3%, though a Sanity roll is required (0/1D2 SAN points) **C_{th}** / could increase the Knowledge (Elder Thing Lore) skill by a die type, keeping in mind that the Knowledge (Elder Thing Lore) skill cannot be more than one die type above the Knowledge (Mythos) skill; however, a Nausea test is required **S_{av}**.

Investigators may attempt an Idea roll **C_{th}** / Smarts test **S_{av}** to realise and remember the locations of key elements of this grand machine, as it relates to the city's layout, and once free of the building, a successful Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** allows the investigators to travel to the locations described in Wrecked Machinery (p.281) and The City Engine (p.296). The latter is the sole location depicted in the mural that still remains intact, though it is in need of substantial repairs.

MASSIVE FISSURE

Over long aeons, the massive glacial growth that has overtaken the city has shifted back and forth, folding on itself,



pushing up into peaks, and breaking to form huge chasms or fissures. The investigators have come to such a fissure whilst forced to travel overland on the icy surface of the glacial ice enshrouding the Elder City. This fissure is a jagged tear in the landscape extending as far into either distance as the investigators can make out, and seems to have hewn deep into the ground, below even the surface of the city itself. Investigators wishing to proceed need to succeed in a Climb roll **Cth** / Climbing test **Sav** to descend from their side of the fissure and another Climb roll **Cth** / Climbing test **Sav** to ascend out of it on the other side, or they can use the descent to gain access to some of the now-underground areas of the Elder City, perhaps even into stretches of the Elder Tunnels running beneath.

GEOMETRICAL GLACIATION

While moving across a stretch of the city covered with glaciation, the investigators find a region of curiously-shaped ice that defies imagination in its strangeness; ridges and folds of ice pushing forth in unusual configurations, a landscape maze seemingly shaped by an unearthly sensibility. The area is immense, hundreds of yards (or metres) across and at least a quarter that in height, requiring a successful Climb roll **Cth** / Climbing test **Sav** to move through and a successful Navigate roll **Cth** / Knowledge (Navigation) test **Sav** to find the way through. Each investigator must make a successful Climb roll **Cth** / Climbing test **Sav**, though aiding another adds +20% to the chance of success **Cth** / which can be cooperative if another investigator wishes to help **Sav**, and only one investigator needs to succeed with the Navigate roll **Cth** / Knowledge (Navigation) test **Sav** to guide the rest of the group through. Failing either of these rolls means that the investigators are blocked or temporarily lost. The rolls can be re-attempted every 10 minutes until the investigators succeed.

A successful Geology or Natural History roll **Cth** / Knowledge (Geology) test **Sav** reveals to the investigators that, while glaciation can occasionally form unusual forms or patterns due to pressures from beneath, as well as movement back and forth over millennia, this particular instance is particularly uncanny, and may have been shaped by some force other than that of natural geological movement.

MONOLITH

Standing atop a hill, where many of the buildings have weathered down to rubble and foundations, ground away by the punishing march of time, ice, and wind, the investigators find a tall, conical monument sitting atop a lopsided spiralling base, all jutting from a squarish foundation. The monolith seems carved into the very basalt itself, as with other buildings in the area, but has survived more intact than its surroundings. An investigator succeeding with an Archaeology or History roll / Knowledge (Archaeology) or Knowledge (History) test **Sav** notes a disturbing similarity between the monument and one found at the Snake Tomb

in Petra in the Hashemite Kingdom of Transjordan, established by a long-vanished people known as the Nabataeans. Though the city around it was founded more than 2,200 years ago, the Snake Tomb is far older, its origins shrouded in mystery. Though the Elder City monument is not particularly threatening in appearance, an investigator that has succeeded in the Archaeology or History roll / Knowledge (Archaeology) or Knowledge (History) test **Sav** must make a Sanity roll (0/1D2 SAN points) **Cth** / a Nausea test **Sav**, recognising the kinship between the two and subjected to the stirrings of primordial ancestor-memory, echoing across the millennia.

WRECKED MACHINERY

A shattered building stands in ruins in a particularly devastated part of the Elder City, where geological upheaval has pulled the structure in two along some now-vanished fault line. Similar forces then pushed the pieces back together with what must have been gradual pressure that caused the two halves to fold into one another, the ground to either side rippling and crumbling for thousands of yards (or metres) in either direction. A quick glimpse at the structure, however, shows that it was no ordinary building and elements of its construction seem more akin to some avant-garde art display or even a strange, oversize mechanism. An investigator

...the investigators smell something
incongruous in the still South Polar
air: the scent of burning tobacco.

succeeding in an Idea roll **Cth** / Smarts test **Sav** is able to determine, upon looking at the building, that triangular and squared sections of it were originally designed to be set into motion, or were, impossibly, free-floating and rotating along some strange axis.

If the investigators have had any psychic contact with the elder things (see *Tea with the Elder Things*, p.275) or have already visited the site called *The City Engine* (p.296), they recognize that this structure is one of several located in precise positions throughout the city, designed to exert a resonant field directed at the location of one particular peak, the highest, within the range known euphemistically as the Mountains of Madness. A successful roll of the Elder Thing Lore skill **Cth** / Knowledge (Elder Thing Lore) **Sav** reveals to the investigator that this was a key node within the city's design, a means of keeping the God in the Mountain dormant. Similarly, a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** can inform the investigator that there is something disquietingly familiar about the shape of the architectural mechanism, a particular mathematical pattern associated with the boundless daemon sultan, Azathoth, or one of his avatars.

RUINED LABYRINTH

The investigators have been diverted into an area that was once the lowest, partially-underground level of a sprawling structure, flanked by glacial walls that present a formidable challenge. The easiest way to proceed is through these ruins, which have come to resemble a labyrinth. The exact height of the original building is impossible to discern, though the remaining floor boasts high walls. Once a tower or multi-level structure of considerable size reminiscent of the Colosseum in Rome, it was encased entirely in ice as the South Polar Region froze over. The building's upper floors were shorn off by powerful and inexorable movement of the ice floes that had encapsulated it, the top half sliding away with the glacial strata. Eventually, the structural damage to the remaining foundation and lower levels caused the remaining ceilings to collapse and half-fill the corridors and chambers below with debris.

The convoluted layout of this building defies understanding, an apparent maze with many turns, dead ends, branching passages, and switchbacks, made all the worse by the destruction time and glaciation have visited upon it. A successful Idea roll **C_{th}** / Smarts test **S_{av}** made whilst inspecting these ruins lets the investigator know that the walls of this structure were likely configurable, adjusted by the elder things to suit different requirements, much like the lower levels of the Colosseum itself. Investigators attempting to manoeuvre through this labyrinth must make a series of three consecutive successful Navigate rolls **C_{th}** / Knowledge (Navigation) tests **S_{av}** to find their way through it. Each attempt takes ten minutes to accomplish. The investigators can add +20% to their Navigate skill chance **C_{th}** / +2 to their roll **S_{av}** if using some means of marking their trail such as chalk, breadcrumbs, strips of fabric, etc. Alternatively, a successful Track roll **C_{th}** / Tracking test **S_{av}** can enable the investigators to undo a failed Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** immediately after it is made, representing the process of retracing their steps and returning to the place where they became lost.

On the second consecutive failed Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}**, the investigators find the bodies of three German soldiers, one of the initial exploration parties from the earliest days in the Elder City. Apparently these men became lost in the labyrinth and froze to death before help could reach them. These unfortunate three are still upright, huddled together in the positions they died in, leaning against one another for warmth, their rifles clutched in their hands and pointed skyward. Though there is a slight layer of snow here, the ground is littered with shell casings, making it easy to determine that the men fired off the last of their ammunition, hoping the gun fire would signal for help. Unfortunately, the crazy echoes of the Elder City made it impossible for their fellow soldiers to find them, and they perished. The sad fate of these dead men, even though they are enemies, is enough to force a Sanity roll from the investigators, with a potential 0/1D2 SAN loss **C_{th}** / a Nausea test **S_{av}**.

If any of the Navigate rolls is a fumble **C_{th}** / if any of the Knowledge (Navigation) tests is a Critical Failure **S_{av}**, the Keeper may decide that the investigator has somehow put the group in danger. Perhaps they have triggered a minor avalanche of snow, ice, and debris atop them (causing 1D6 Hit Points of damage **C_{th}** / 2d6+2 damage **S_{av}** to everyone who cannot successfully Dodge out of the way **C_{th}** / make a successful Agility test **S_{av}**), stepped on an unstable pile of rubble and ice and tumbled over it (1D6 Hit Points of falling damage **C_{th}** / 2d6+2 falling damage **S_{av}**, halved if a successful Jump **C_{th}** / Agility test **S_{av}** is made), or even somehow encountered a Mythos entity wandering the maze. The most likely candidates would be a shoggoth, a cold one (see p.361), or even a hound of Tindalos, drawn to the strange angles of the place.

UNSTABLE GROUND

As the investigators walk across a large, smooth stretch of snow-covered ice that covers several leagues of the city, the Keeper should ask them each to attempt a Listen roll **C_{th}** / Notice test **S_{av}**. Success reveals the ominous sound of ice cracking far away in the direction they are headed, encroaching on their position with some speed. They have inadvertently wandered onto a segment of the city's icy shroud that is hollow below, putting them all literally on thin ice!

If the Listen roll **C_{th}** / Notice test **S_{av}** was successful, the investigators should realise that they are in a predicament and should retreat the way they came. As they stand there, the cracking sounds increase with frequency and proximity, a considerable cause for alarm! A successful roll of DEX×5 **C_{th}** / Agility test **S_{av}** is required to move carefully across the ice to a spot nearby where the ice is more stable, or where one of the Elder City's buildings juts through the icy covering enough to provide safety. Failing the DEX×5 roll **C_{th}** / Agility test **S_{av}** means that the investigator has managed to somehow break through the ice. All investigators should make Luck rolls to determine whether they are close **C_{th}** / all investigators should draw a card from the Action Deck to see whether they are close; a card of the black suit means they are **S_{av}**. A successful Jump roll **C_{th}** / Strength test **S_{av}** allows the investigator to leap to safety before the ice collapses entirely beneath, and failing this roll causes the investigator to fall through the ice, taking 2D6 Hit Points of damage **C_{th}** / 3d6+3 damage **S_{av}** (another successful Jump roll **C_{th}** / a successful Agility test **S_{av}** at this time halves the damage, rounding up).

If the initial Listen rolls **C_{th}** / Notice tests **S_{av}** were unsuccessful, the investigators remain unaware of the predicament they are in until it is too late! The cracks increase in volume and cannot be ignored, finally closing in on the source of the disturbance — the weight of the investigators. The ice separates and collapses rapidly, falling away in sections. The Keeper should ask the investigators to each make a Luck roll **C_{th}** / all investigators should draw a card from

Scavenging in the Ruins

Moving through the Elder City in search of the location of Black Sun's base of operations, the investigators may elect to search for any items of value. Though Dyer and Danforth did not encounter any obvious signs of elder thing culture or civilisation, the two men explored only the smallest portion of the city, and they moved through an area that had been meticulously cleansed by a shoggoth bent on eradicating any sign of the elder things from the ruins.

Whilst any piece of carved stone from the Elder City would be of immense scientific curiosity for the information it would provide about the elder things' civilisation and city-building, it is assumed that the investigators are not going to load their backpacks with pieces of floor tiles, broken bas reliefs, and fragments of architecture. Nonetheless, even the most trifling of objects is of considerable value, helping make vast strides forward in humankind's own understanding of the natural world and aiding future technological development.

If they elect to scavenge for any items left by the elder things themselves, each investigator should attempt a Luck roll for every four hour period of wakefulness spent actively searching or moving through the Elder City **Cth** / each investigator should draw a card from the Action Deck every four hour period of wakefulness spent actively searching or moving through the Elder City; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **Sav**. If the Luck roll is successful, the Keeper should ask that investigator to make a Spot Hidden roll **Cth** / Notice test **Sav**. If this is successful, the Keeper should roll 1D10:

1-4 — Nothing: Despite a valiant effort, nothing notable is found in the wreckage.

5-7 — Cultural Item: The investigator has discovered some sort of item once belonging to the elder things and emblematic of their culture, whether a stone carving broken from one of their elaborate murals, a small free-standing statue, or a piece of carven stone furniture that has weathered the millennia. This can also represent a portion of an elder thing artefact, though it will be a small enough section that its purpose cannot readily be gleaned. Items like this will, for the most part, be fashioned of basalt, soapstone, or a curiously-mottled grey metal, though shaped crystals are not uncommon. A majority of these items should be of enigmatic use, requiring both a successful Idea roll **Cth** / Smarts test **Sav** and an Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** to even get a notion of how it would be utilised. If the investigator chooses to keep the object and carry it with them, it is 1D4-1 points in SIZ **Cth** / it can be carried in

one hand **Sav**. Items that are 0 SIZ **Cth** / this small **Sav** are considered to be roughly the size of a clenched fist, or weigh only a few pounds (one or more kilograms).

8-9 — Damaged Elder Thing Object: The lucky investigator has found an object that is roughly intact, but slightly damaged. This might be one of the artefacts such as those found on pp.319-322, or it could be some alternate item, but whatever the thing's purpose, it will be impaired or impossible to use because of damage it has sustained over the millions of years. It may have succumbed to rust, or been bent and damaged by rubble collapsing on it, or gently deformed by the pressure of encroaching glaciation. Perhaps the investigator has found a bent metallic plate or crushed bowl, a fluted cylinder of unknown purpose, a flanged rod bent or broken, two halves of a metal spherical case with a separated hinge, a bottle containing the fused and solidified remnants of its former contents, an amulet or some sort of ceremonial piece of adornment, or a variety of small stone pieces whose meaning cannot be divined. A successful Elder Thing Lore **Cth** / Knowledge (Elder Thing Lore) test **Sav** may or may not properly identify the item, at the Keeper's discretion. If required, the Keeper should roll 1D4+1 to determine the thing's SIZ **Cth**.

0 — Intact Elder Thing Artefact: The investigator has discovered one of the artefacts described on pp.319-322 in surprisingly good condition. The Keeper should select one of these items based on whatever seems appropriate, keeping in mind that possession of such an object comes with a host of advantages and potential risks. Elder things or Black Sun forces seeing the artefact may go to extraordinary lengths to take possession of it, and an unfortunate investigator might end up having it wielded against them!

On a fumble **Cth** / on a Failure **Sav** for either the Spot Hidden or Luck roll **Cth** / Notice test **Sav**, the investigator has become injured whilst digging through rubble and broken stones looking for buried treasure, suffering 1D3 Hit Points of damage **Cth** / 1d6 damage **Sav** to an extremity. If both rolls are fumbled **Cth** / on a Critical Failure to the single roll **Sav**, the investigator has somehow triggered a collapse, taking 1D6+2 Hit Points of damage **Cth** / 3d6+3 damage **Sav**.

*these creatures built
a civilisation beyond
imagination, but could
not make a future
for themselves.*

the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **Sav**. Those who succeed are able to attempt a Jump roll **Cth** / Strength test **Sav** to leap to safety, whereas those who fail are too far from stable ground, the ice collapsing beneath them. Any investigator that fails the Jump roll **Cth** / Strength test **Sav** takes 2D6 Hit Points of damage **Cth** / 3d6+3 damage **Sav**, though a successful roll lessens the falling damage by half (rounding up). Any investigators tied together, such as with a climbing rope, are pulled down together.

Once the ice is broken, the investigators that fell find themselves in a new location formerly covered with a ceiling of ice but now open to the sky. The Keeper should roll (or pick a result) on Table 19: Minor Points of Interest on p.278 to determine where the investigators are. Re-joining each other may require a successful Climb roll **Cth** / Climbing test **Sav**, or a careful and circuitous route to find a common meeting place.

PUBLIC SPACE

After the chaotic jumble of broken buildings and terraces choked with ice and debris, it is an almost-welcoming sensation emerging into a cleared and flat star-shaped area, clearly a public space of some sort. It is quite large, almost 200 yards

After the chaotic jumble of
broken buildings and terraces
choked with ice and debris...

(metres) in diameter. The ground is not altogether level, rolling slightly, though the carved and ridged walls along the sides, and the lay of the large flagstones covering the ground, suggest that this is its natural state, not the result of geological upheaval or swelling from below. This was a hilly area of the city, but the adjacent hills were hollowed out and turned into open amphitheatres that overlook the public space. There is little remarkable about the place, though investigators standing in any portion of it may notice that sound travels with astonishing clarity, despite the distance, the elder things apparently shaping the area to emphasize its acoustic properties.

GERMAN GUN EMPLACEMENT

As they approach a high tower, its roof broken and exposed to the sky, the investigators smell something incongruous in the still South Polar air: the scent of burning tobacco. Atop the uppermost intact floor of the tower is a German gun emplacement as described on p.287. Despite orders and common sense, the two soldiers on duty are sharing a hand-rolled cigarette, and paying little attention to their duty: watching for enemy aircraft. The tower's interior boasts a spiral ramp up through several floors, opening inside the gun

emplacement itself. If the investigators continue on their way, the Keeper should roll Spot Hidden **Cth** / Notice **Sav** for the two soldiers to see if they detect the movement below. A successful Sneak roll **Cth** / Stealth test **Sav** allows the investigators to enter the tower and climb the ramp surreptitiously, and a successful Hide roll **Cth** / another Stealth test **Sav** keeps them out of sight should they wish to avoid being noticed whilst remaining still.

KRISTALL BLAUER PERSUASION

In an area that was once an outdoor boulevard or patio, now transformed into an icy cavern by a wall of glaciation that met a high wall at an angle, the investigators see natural rocky features where the earth shifted and broke, a cross-section into the ground beneath the city. Light shines dimly through the thick ice above, though it is blocked in several places by chunks of stone and sections of a nearby building's roof, black slate tiles floating in the ice like flies trapped in amber. It is almost as if the roof blew apart in a tornado, and in the process was caught, that moment of chaos held and frozen forever.

An investigator making a successful Spot Hidden roll **Cth** / Notice test **Sav** notices a strange blue glow emanating from some of the rocky projections that have pushed through the ground in the area, the faint blue shimmer caught in the nearby ice. If the investigator looks further, it is apparent that the blue glow is coming from veins of crystal growing within the rocky protuberances and alongside them, sprouting in small clusters in spots. An investigator with experience of *Nachtwölfe* may recognise this as the crystal they refine into their sacred *Blauer Kristall*—the mysterious energy-producing crystals that power so much of their technological wizardry. Otherwise, a successful Geology roll **Cth** / Knowledge (Geology) test **Sav** indicates that the crystals are quite rare and unusual, and despite the fact that it is almost impossible for a crystal to emanate light, that is exactly what is happening here.

If the investigators attempt to collect any of the crystal using tools they are likely to have at hand, they find that there is roughly two pounds (1kg) of the blue substance that can be easily extricated without requiring specialized mining tools. This is a relatively safe amount, and should not provoke the Daoloth-inspired nightmares that come from prolonged close contact with the crystal. See p.100 of the KG for more information about the effects of exposure to *Blauer Kristall*.

AVALANCHE

On a bridge half-frozen into a veritable wall of shattered masonry and broken structures held precariously in snow-covered glaciation, the investigators realise that the ground beneath their feet is apparently unstable, with the stony tiles and basalt slabs they walk on suddenly beginning to tilt and rock with each step! The glacial wall beside them cracks and shifts slightly, and snow begins to flake loose and

drop to the ground, far below. The investigators realize that any significant movement may cause the glacial wall to collapse, spurring an avalanche!

The stretch of walkway they are upon requires them to be moving in single file, the Keeper should ask the investigators to describe their positioning, especially in what order. Moving back the way the investigators came requires a successful roll of DEX×5 **C_{th}** / a successful Agility test **S_{av}**, and attempting to continue forward requires a successful Sneak roll **C_{th}** / Stealth test **S_{av}**. If either roll fails, the investigator and those to either side must make a successful Dodge roll **C_{th}** / another Agility test **S_{av}** to leap to safety. If this roll fails, the investigator loses balance and is caught up in an avalanche of ice, snow, and broken masonry, taking 2D6 Hit Points of damage **C_{th}** / 3d6+3 damage **S_{av}** and being borne away to a randomly determined location nearby. The Keeper should pick a location or roll on Table 19: Minor Points of Interest (p.278) to determine where the unfortunate investigator ends up.

If the avalanche occurs in the midst of the group, a successful Climb roll **C_{th}** / Climbing test **S_{av}** is required to rejoin the investigators' party on either side. Any investigator caught and borne away by the avalanche can also attempt a Climb roll **C_{th}** / Climbing test **S_{av}**, to get back to the original site.

KEY LOCATION

The investigators have inadvertently stumbled across one of the major sites from those described fully on pp.285–339. Consulting the map of the Elder City on p.247, the Keeper should choose whichever is the most appropriate, or roll again if it is too early for the investigators to reach that location.

KEY LOCATIONS IN THE ELDER CITY

Though there are hundreds, if not thousands, of locations that could be of interest to the investigators in the ruins of the Elder City, those that Black Sun is at work in are among the most important, and should be the focus of the investigators' activities. Due to the scale of the Elder City, a specific and detailed map is essentially useless, and the Keeper should select areas the investigators enter by their relative proximity, by the activities that might lead them there, or for dramatic necessity. The Elder City map on p.247 contains relative locations of the primary sites that might be useful for the investigators to visit, and the Keeper should adjust these locations to suit the investigators' path through the city.

The most pertinent locations are *Die Sternwarte* ("The Observatory"), *Der Stromzentrum* ("The Power Centre"), *Die Sammlung* ("The Collection"), and *Das Grabgewölbe* ("The Vault"). The Observatory (p.289) allowed the Elder Things to psychically explore the universe around them, and the

Power Centre (p.292) contains mechanisms that can drain the Earth of psychic energy, a defence utilised by the elder things in times long past and now re-activated by Black Sun's sorcerer-scientists. The Collection consists of three strange islands (*Südeninsel*, *Nordeninsel*, and *Osteninsel*) that seemingly defy gravity, chained together above a gigantic abyss. This site hosts the majority of the German forces stationed in the Elder City, including Black Sun's leadership. The camps on the three islands have been named for German cities, and many of the elder thing relics and artefacts have been taken there to be examined and stored in the Vault. *Die Sammlung* and all its contents are described on pp.300–339.

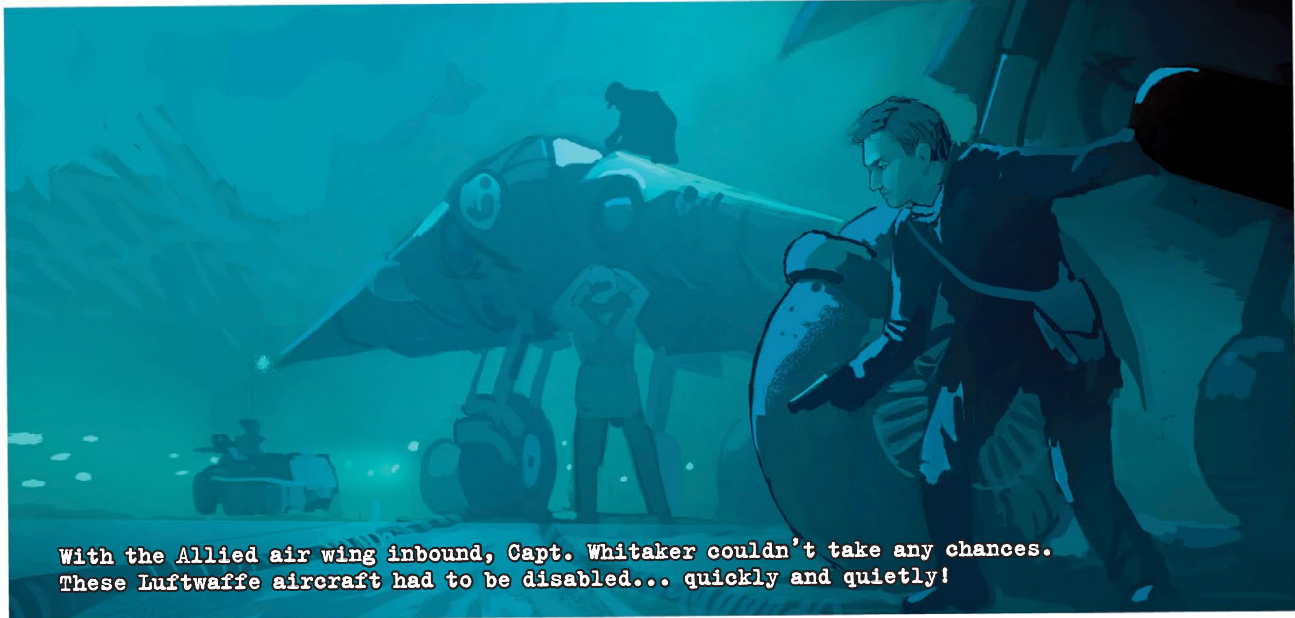
Locations of less importance that may still be of interest to the investigators include a German tank hangar (see below), the Black Sun airstrip (p.286), several gun emplacements (p.287), the site of a *Nachtwölfe* plane crash (p.288), the Hall of Memories (p.287), and *Der Stall* ("The Stable"), where Black Sun stables some of their horrid patrol beasts, the *Schnee-Koloss*.

Places of immense strategic importance to the elder things, but yet undiscovered by the Germans, include the Crucible (p.291), the City Engine (p.296), the elder things' entrance to the Stygian sunless sea where their brethren fled (p.298), and lastly, the underground vault containing the Sphere of Nath, their failsafe weapon should the God in the Mountain be awakened (p.338).

THE TANK HANGAR

Near the entrance to the city, not far from the pass the investigators flew over, the investigators find a huge five-sided building, almost the size of a gymnasium, with a vaulted roof that is relatively intact (one side has collapsed). The Germans knocked down a wall in the building and cleared out enough rubble to provide easy access, letting them store the few mechanised vehicles they brought into the city, a caravan of tanks and half-tracks from Ritscher Station. Transporting all these vehicles was a massive endeavour requiring the efforts of hundreds of men. Not since Alexander crossed the Alps has there been a grander and more difficult military crossing than the one that brought motorized cavalry to the Elder City, but after the first few trips the Germans ultimately gave up, parking them all and covering them with tarpaulins. They jury-rigged a makeshift curtain to cover the entrance they'd blown open and keep snow from drifting in.

Despite the abandonment of the effort to bring these vehicles to the Elder City, the Germans managed to assemble a small motor pool of offensive and transport vehicles: six Sd. Kfz. 251 half-tracks, eight Sd. Kfz. 2 *Kettenkrad* half-track hybrid motorcycles, and 20 snowmobile-style *Schneepferd*. These latter were used extensively when exploring the Elder City, but Black Sun decided that the ongoing fuel cost was too high, and they were abandoned



With the Allied air wing inbound, Capt. Whitaker couldn't take any chances. These Luftwaffe aircraft had to be disabled... quickly and quietly!

in favour of patrolling on foot. Two *Dachspanzer* tunneling tanks also made the trip to the Elder City, but were so problematic that they were immediately abandoned. All of these vehicles are described on pp.138–143, and in addition to these, the Germans managed to transport to the Elder City four Marder Tank Destroyers, two *Panzer V* “Panthers” and two *Sturmgeschütz* (StuG) “Assault Guns”. These are described on pp.117–118 and pp.130–131 of the KG. The Keeper is encouraged to add to this roster any additional motorized vehicles or experimental mobilized weapons platforms desired, such as those presented on pp.53–61 of the *Achtung! Cthulhu: Guide to the Eastern Front* or the shoggoth-inspired vehicles from pp.98–107 of *Achtung! Cthulhu: Terrors of the Secret War*.

These vehicles are all still theoretically in working condition, but whenever one of them is refuelled and readied for use, the operator must make the following rolls:

Cth The operator must make a successful Cold-Weather Vehicle Maintenance roll at double the normal chance of success in order to start the vehicle. If the ignition fails, a successful Repair roll **Cth** is required to get it up and running.

Sav The operator must make a successful Repair test to start the vehicle. Note that investigators with the Antarctic Trained Professional Edge receive a bonus to this roll.

Fortunately, the Germans planned for such maintenance and breakdowns, and the hangar contains several wooden chests containing mechanical tools, fluids, and spare parts, in addition to fuel tanks and ammunition for all of the motorized cavalry. Additionally, several other vehicles have been stripped for parts or abandoned while in the midst of repairs, and these are situated near the back of the hangar, far from the building's point of entry.

Due to the vehicles' veritable abandonment, no guards or mechanics are stationed in the makeshift hangar, but if the Allies somehow (incredulously) mount an aerial or vehicular assault on the Elder City, the Germans will almost definitely send a detachment of mechanics and drivers to the hangar to get the vehicles up and running, and roaring through the rubble-choked streets of the city.

BLACK SUN AIRSTRIP

The most direct and reliable means of bringing cargo into the Elder City is *via* aircraft, despite the risks and fuel-imposed limits to range. Though they are not as adept with conventional aircraft as is *Nachtwölfe*, Black Sun's forces are nonetheless drawn from the German military, and possessing a great deal of ingenuity when it comes to logistics. With the aid of the *Waffen-SS*, German soldiers working for Black Sun have built an airstrip on one part of the thick layer of ice enshrouding part of the Elder City. Taking months to construct, the airstrip required thousands of man-hours of backbreaking work hewing at ice and smoothing a path, building tethers, etc., but when it was complete, it allowed the Nazis to transport equipment and personnel to the dark, frozen metropolis in number. Most flights into the Elder City contain an additional reserve of fuel above and beyond that required for the round trip, and additional fuel is either siphoned off or extra fuel canisters are unloaded and added to the supply. Despite this, the extraordinary altitude and weather conditions require that planes be as lightly-burdened as possible, keeping cargo at an absolute and precious minimum.

The airstrip is not especially impressive — consisting of little more than a long, flat stretch of manually-roughened ice with a snow-and-gravel-filled “sandbag” wall at the end, a

small heated shed for fuel tanks, and a signalling tower—but it is quite functional, long, and wide enough to successfully land a *Junkers Ju 252* cargo plane, one of the few planes whose service ceiling was high enough to reach the Elder City successfully with any amount of cargo. These aircraft are inevitably launched from Site 43, bypassing *Luftflotte Antarktika* entirely, a situation that has done little to ease friction between Black Sun and *Nachtwölfe*.

All maintenance is done manually, including “roughening” up the airstrip surface enough that aircraft wheels are able to find purchase. When Black Sun receives a radio transmission alerting them of an incoming aircraft, they send troops out to rough the surface of the landing strip with metal spikes, and mark out the landing area with flares. Once an aircraft has landed, it is immediately unloaded, manually towed into place for take-off, refuelled with a gas-powered pump and hose, and hastily evacuated whilst it is still “hot”, lessening the chance of ice build-up or mechanical failure due to the freezing temperatures. There are no standing aircraft here, and flights are all-too-infrequent.

FUEL HUT

Few aircraft have the fuel capacity to fly to and from the Elder City, so each flight that arrives has an amount of their cargo space apportioned to carrying additional fuel. Aircraft are then refuelled with whatever they have brought—using just enough to get them to the next station where they can properly refuel—and any additional fuel beyond that requirement is added to the supply kept at the airstrip. As a result, the Germans have been able to amass a small stock of fuel: two large tanks and dozens of jerry cans are stored in the fuel hut, with a small gas-powered electric heater keeping the room warm enough to prevent the fuel from freezing. Black Sun is not able to get enough of *Nachtwölfe*’s freeze-resistant *Blauer Kristall*-infused fuel to maintain a supply, and any of that precious fuel they receive goes directly to the Black Sun camps on *Die Sammlung*.

The Germans keep a half-track motorcycle at the fuel hut, equipped with a small wide bed in back for storage, using it to ferry jerry cans back and forth from the hut to the airstrip, and to transport heavier cargo throughout the Elder City. Elder things have been spotted near the airstrip, and thus there are always at least two guards in this dull, cold shed. They are equivalent to German Infantry Soldiers from p.32 of the KG.

GERMAN GUN EMPLACEMENTS

Though the German forces have been unable to transport any heavy weaponry into the Elder City, they have nonetheless done their best to fortify their presence with a number of smaller gun emplacements, mounting the largest anti-aircraft-capable guns they were able to bring in via

aircraft and tracked vehicles. The result is a set of sixteen *Flugabwehrkanone* (“Flak”) 30s positioned at various points throughout the Elder City, usually in a higher tower with nominal concealment and a relatively full range of fire. Each is mounted on a wheeled carriage, able to be manoeuvred into place by their crew, and surrounded with a semicircle of sandbags filled with packed snow.

Due to the hostile environment, there is only a 25% chance at any given time that one of these defences is actually manned. In the event that an alarm is signalled, the gun emplacements are all automatically manned with a crew of three *Panzergranadiers* as described on p.33 of the KG.

Cth The Flak 30 does 4D6+4 damage, uses the crew’s Heavy Weapons skill of 40%, capable of burst fire, range 200 yds, and is fed from a 20-round ammo box. Distressingly for the users, the Flak 30 jams on a roll of 96–00 and must be cleared with a successful Heavy Weapons or Mechanical Repair roll, a task requiring a round to perform.

Sav The Flak 30 has the following statistics: Range 100/200/400, Damage 4d10, AP 20, RoF 1, HW. If the Shooting roll results in a Critical Failure, the weapon jams, requiring a successful Repair test and a full round to be cleared.

THE HALL OF MEMORIES

“Could I still find the house of the writing-master, and the tower where S’gg’ha, a captive mind from the star-headed vegetable carnivores of Antarctica, had chiselled certain pictures on the blank spaces of the walls?”

—H.P. Lovecraft, “The Shadow Out of Time”

Whilst passing through the interior of a series of star-shaped chambers with high, vaulted ceilings, whose floors have been ruptured and set askew by the cruelty of geological caprice, the investigators discover a facility that looks unusually like some sort of zoo, meant to display the subjects in special, conical niches set into the walls, roughly nine feet (3m) high and four and a half feet (1.5m) across. All but a few of these niches are empty. Those that contain subjects were held behind screens of a transparent, glass-like material, but infinitely harder. These windows, however, were no match for the forces of geological disruption, and shattered when the surrounding wall broke and exerted pressure, the frames pushing against the screens and breaking them into pieces that now litter the floors and the interiors of the niches.

Inside each chamber are several subtle vents and small apertures, and seams where the screens were set seem to have been made with the notion of some sort of sealing, though whatever material it was made of has long vanished. A successful Mechanical Repair **Cth** / Repair **Sav** roll informs the investigators that these chambers may have once been

environmentally sealed, containing fluids, or gasses different than Earth's nitrogen-rich atmosphere.

Most are empty, though the few that exhibit contents are especially horrifying. One contains the dried corpse of a strange and ghastly being whose appearance is a horrible combination of crustacean and moth, somewhat smaller than a human in size, but curled and dried to make exact identification possible. If the investigators have seen one of the mi-go, they recognize the husk as a fungi from Yuggoth, or a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** confirms this. Seeing the creature requires a Sanity roll (0/1 SAN point loss) **Cth** / Nausea test **Sav**.

Inside the last niche is a shrivelled and mummified corpse of an elder thing. Beholding it requires a Sanity roll (0/1D3 SAN **Cth** / Nausea test **Sav** due to its desiccated (and harmless) state, though by now if the investigators are accustomed to seeing elder things, they likely do not suffer any further SAN **Cth** / Dementia **Sav** losses from beholding elder thing corpses. Markings at the base of the niche in elder thing script are surprisingly legible if an investigator can make a successful Elder Thing Lore skill roll **Cth** / Knowledge (Elder Thing Lore) test **Sav**. If so, one word is clear: "S'gg'ha." If the investigators look closely at the curved wall inside this last niche, they see a number of cryptic emblems and glyphs scratched into the stony surface, as if inscribed there by the elder thing's tendrils. The most prominent of these images is something resembling a squat cone or pyramid, with four tendrils or stalks radiating outward from its peak, each flaring at the end in a different fashion. A successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** recognizes the shape as an approximation of one of the Great Race of Yith, a race of time-jumping beings from an unimaginably distant future.

No other explanation is available in the ruined display chamber.

DER STALL ("THE STABLE")

When the Germans explored the Elder City, one of their most remarkable finds were large stasis chambers containing scores of large, warm-blooded beasts, slumbering and well-preserved despite the vast antiquity of the place. These creatures had been bred by the elder things to replace the shoggoths as beasts of burden. When their civilisation went into decline, the elder things slew untold thousands of the creatures and placed the rest into suspended animation, rather than leave them to roam free and potentially become enemies as did their predecessors, the shoggoths. An enormous percentage of the creatures died in stasis over the millions of years, as the machinery failed or their chambers were destroyed by earthquakes, glaciers, or other calamities. Still others were broken open, their contents devoured by the shoggoths that remained in the city.

When Black Sun found the facilities, they threw many of their scientists to work making the machinery operational again and waking the creatures, dubbing them "Schnee-Koloss" ("snow colossus"). Initially it was done out of curiosity, and the first one awakened was immediately slain and devoured in a celebratory dinner. Later, however, their commanding officer, SS-*Sturmbannführer* Griess recognized the value of the rugged beasts as patrol creatures, and put into motion a training program for the *Kolossreiters*... a Black Sun cavalry like none other. Many of the creatures were herded with their riders across the South Polar Region to the coast, where they were utilised in Ritscher Station (and first encountered by the investigators in *The Shores of Death*, p.116).

Unfortunately, the creatures became highly violent when housed in *Die Sammlung*, perhaps due to the unstable nature of reality there, or from some long-dormant elder thing training warding the creatures away from the facility. As no better option remained for stabling the beasts in the Elder City, the Germans put the stasis facility to use, erecting temporary pens and feeding troughs, and quartering the two dozen current *Kolossreiters* in an adjacent building. As part of their daily routine, the *Kolossreiters* patrol the Elder Tunnels and the nearby region, hunting blind albino penguins for meat to maintain their horrible mounts. Though they are also tasked with searching for intruders, there is little attention paid to that portion of their rounds. Here in the Elder City, as in Ritscher Station, the *Kolossreiters* are few in number, but are nonetheless held in high regard by the other members of Black Sun.

The stasis facility itself — nicknamed "the stable" or *Der Stall* by the Germans — is partially underground, with a warren of passages and side vaults, accessible via a large sloping ramp that prevents much of the snow from entering. While in stasis, the *Schnee-Koloss* were kept in small five-sided crèches almost like the chambers in a honeycomb, but now the Germans have cleared out the ones full of their remains and penned the rest into side halls, letting them roam loose rather than stabling them individually. A temporary barracks stands near the entrance, prefabricated and heavily-insulated walls and gas heaters keeping the men warm when not on patrol. At any given time, there are at least four *Kolossreiters* on duty here tending to the stabled creatures, with two on patrol and the remaining eighteen of their number quartered in the more comfortable buildings of *Die Sammlung*. They post no guards or sentries, as attacking the stable would seem the height of folly.

The Keeper should consult p.117 for write-ups of the *Kolossreiters*, and p.362 for the *Schnee-Koloss*.

NACHTWÖLFE PLANE WRECKAGE

As investigators approach this building, a strangely shaped structure, almost like a gigantic letter "C," ridged along its length and supported by periodic arches, whose curves sink

to ground level and whose centre is several stories tall, they notice something quite different about its state of ruination. Whilst most every structure they have thus witnessed in the Elder City has been ruined in time so far out of mind that it is covered with ice and imbued with an ineffable stillness, a resolute defeat wrought by antiquity, this building appears to have been relatively intact... until recently. Only one portion of the structure was partially sheathed in ice, the rest exposed to air. This seems to have been the centre of some sort of recent attention, as a large portion of the middle section has been damaged severely by some explosive force, blowing a vast section of the structure open, exposing the interior to the outside world.

A successful Spot Hidden roll **Cth** / Notice test **Sav** targeting the damaged area reveals the presence of a great many pieces of metal littering the ground nearby, some partially covered with new-fallen snow. These metal fragments are also strewn on the side of the building, sitting on some of the ridges that line the exterior walls. The dark stone used in the construction of the building is scorched with intense heat at the location of the blasted wound in its side, and smoke has left sooty trails above each open window or aperture nearby, as if a tremendous fire burnt from within. An investigator making a successful Damage Control roll **Cth** / Smarts test **Sav** recognises the telltale sign of an aeroplane collision with the building, and a subsequent successful Demolitions check **Cth** / Knowledge (Demolitions) test **Sav** adds to this the titbit that whatever plane struck that building, it was heavily loaded with ordnance that added to the force of the explosion. Though the investigators are far from the Pacific Theatre, thoughts of *kamikaze* pilots may leap unbidden into their minds.

Should the investigators draw near the building, they see a great many tire and foot tracks outside the entrance, a squared doorway at one end of the building, at the tip of the "C" shape. Entering the structure reveals that it is unlike any other place they have thus encountered in the Elder City, unless they have already been to the sites labelled Wrecked Machinery (p.281) or The City Engine (p.296). The interior is a bizarre mix of architecture and engineering, apparently some grand machine of undetermined function. An investigator making a successful Electrical Repair or Mechanical Repair roll **Cth** / Repair test **Sav** is able to determine that this is one part of a much larger mechanism that runs throughout the city, based on the way some of the components seem to lead belowground or are set to receive something (a transmission?) from another nearby source. For any investigators with naval backgrounds, the interior of the building is not altogether unlike that of the engine room of a large ship. The damage done to the structure seems to have been catastrophic, and a close examination of the interior reveals that there was some sort of repair work done by the Germans prior to the explosion that crippled the facility, but those efforts were apparently abandoned.

Should the investigators find an informed German source willing to speak with them, they learn that the site was discovered early by Black Sun, who grew very excited about it, surmising that it connected to some giant mechanism that spanned most of the city, redundant enough that it could potentially be restored to some fraction of functionality. This ended when a *Nachtwölfe* plane delivering supplies slammed into it inexplicably. A *Nachtwölfe* officer who parachuted out claimed that the plane's controls seized, causing the crash. Since the Germans in the Elder City had experienced a great many inexplicable events and actions that seemed to point to sabotage, this explanation was accepted at face value. However, shortly after the destruction of the site, Griess ordered all supplies to be brought in overland, and *Nachtwölfe* was disallowed from further flights to or from the Elder City.

The reality of the matter was that back in Germany at Fenrir's Seat, *Nachtwölfe*'s secret base in the Austrian mountains, *Generaloberst* Mina Wolff became aware that Black Sun's scientists had discovered some ancient machinery in the Elder City and were seeking to reactivate it. Believing that this would likely lead to Black Sun's ascendancy in the Third Reich and beyond, Wolff sent word to *Oberst* Wernicke in *Luftflotte Antarktika*, who ordered the plane to be diverted and the facility destroyed.

DIE STERNWARTE ("THE OBSERVATORY")

From the outside, this building resembles a great pointed dome with fluted ridges converging at the top, almost like a giant juicer, still intact though surrounded by rubble. Investigators approaching this structure may notice that many of the streets converge on this building, as if it were a nexus (one of many) in the sprawling chaotic city plan. Additionally, a plethora of footprints lead to the place, but few motorized vehicle tracks are evident. Entry into the structure can be had from a variety of points at ground level, though some entrances are covered by collapsed buildings that were once adjacent, and still others are choked with snow drifts and ice floes.

The place was discovered during the early German survey of the Elder City, and though it was considered extraordinarily interesting by the later-arriving Black Sun scientists, who experimented with its remarkable properties, its strategic use seemed negligible and the facility was regarded as a curiosity, something to be explored at length when circumstances better permitted. The place was (fortunately) left intact, though abandoned, and Germans do not bother to venture here any longer.

This cavernous room is two hundred feet across and sixty feet high (61m by 18m), lit by thin shafts of light shining downward from apertures in the ceiling, though many are covered with snow and ice and no longer admit daylight. Small conical piles of ice on the floor correspond to each of the light apertures above. The surrounding walls are

decorated with a wide band of *bas-relief* carvings depicting the elder things' exodus through space. Star systems are mapped out in great detail, and a successful Astronomy roll **Cth** / Knowledge (Astronomy) test **Sav** allows an investigator to recognise some of the constellations. Others appear to be unknown from the planet Earth, or perhaps they would be more recognisable if viewed from a different angle.

Throughout the room stand a multitude of identical stone pylons: every one of them is roughly 10 feet tall and one foot in diameter (3m by .3m). Each pylon is capped with a green five-pointed star, apparently made of soapstone, around three feet (1m) across. Set into the ceiling of the room is a similar star of massive proportions, over 100 feet (30m) across from point to point.

Every pylon has five tubes hanging from it, each attached to one of the five points of the star at its top, hanging down to half the pylon's height. The tubes are made of some substance, still intact, with a pliable, leathery feel, with slight ridges reminiscent of small intestines. Several of the pylons have been shorn of their tubes, apparently hacked off with some sharp implement. Some of the tubes lie on the ground, while others are missing. These were the result of early German experimentation with the pylons, and their reaction to the experience.

OPEN YOUR MIND

If an investigator has seen an intact elder thing, a successful Idea roll **Cth** / Smarts test **Sav** reveals that the tubes are apparently designed to fit in some way to the five-pointed heads of the elder things, likely socketing onto the eyestalks. Should the investigators examine the murals upon the walls, they see various elder things using the pylons in such a manner, or a successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** reveals as much. Clearly no human could wear this apparatus in the fashion for which it was intended, but should an investigator be so brave, it is possible to make some use of it. Anyone touching one of the tubes feels a strange vibration in their flesh. The feeling is unlike anything the person has ever experienced before; an intangible sense of space, of the openness and vast scale of the cosmos. If a person touches two tubes, the sensation increases, and as this happens the remaining tubes are slowly drawn away from the pylon and towards the one holding the other tubes. If allowed, they affix to any exposed portion of skin, and attach gently.

The elder things used this system as a tool to observe the heavens. If a living being comes in to contact with five tubes at once, they become hooked into the observatory's system, a combination of arcane mechanisms and latent psychic instructions, not unlike a circuit. Being linked with all five of the tubes allows the observatory to access a portion of the participant's awareness. That part of the observer, once free, becomes aware of cosmic space, consciousness extending far beyond the terrestrial sphere and even into alternate spectrums and wavelengths of existence. The elder things used it

to feel a sense of connection with their brethren on distant planets. Whilst it did not allow direct communication, it did provide a sense of well-being, maintaining the galactic fraternity that was their culture.

THE ABYSS GAZES ALSO

When a human being dons the apparatus, there is a misalignment between the human consciousness and the elder thing technology, due to radically different sensory perceptions and mental processes. The quality of a human being's experience is determined by a Luck roll **Cth** / by drawing a card from the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **Sav**. If the Luck roll fails, the person's experience begins with a sense of cosmic wonder, but then the machine tunes in to human consciousnesses around the world and the user is immersed in the current, shared horrors of the world at war. In those moments, the investigator simultaneously feels the sting in a young woman's eyes as she inhales gas in Bergen-Belsen, the hollow-horror of a Russian father returning to the cold ashes of his home village, the soul-breaking guilt of a soldier as he looks at a child down the barrel of his gun and tries to convince himself that he is just following orders. This should be too much for anyone to bear, and brings most people to a state of emotional collapse. Other emotions flood the senses, but these are the strongest and most immediate. The investigator experiencing this must attempt a Sanity roll (1/1D8 SAN point loss) **Cth** / a Nausea test with a -2 penalty **Sav**.

If the POW roll **Cth** / if the Luck test **Sav** is successful, however, the human user gets a glimpse of that shared human suffering but quickly rises above it, disassociating from human misery and terrestrial terrors, journeying out into the vast gulf of stars. Soon, the subject is existing within a state beyond this material sphere. Their physical body rises up a few inches from the floor, and becomes completely relaxed (requiring a Sanity roll with a potential loss of 0/1 SAN for anyone observing this **Cth** / a Nausea test **Sav**). They cease to be aware of anything around them in the observatory, oblivious to all but this psychic and spiritual exploration of the grander universe. All sense of time is lost. The investigator learns that humanity is far from alone, and that, with certainty, the universe is populated by many and varied life forms. The distinction between space and time is revealed to be meaningless and summarily erased. This drifting into a higher plane of existence, however, comes with a price, as it reveals the investigator to those beings that exist in the realm beyond the conceits of time and space.

Suddenly, the investigator is wracked with fear, feeling the awareness of some entity borne out of cosmic horror; a *thing* glanced out of the corner of the mind's eye. A terrible piping sound begins to emerge... the sound of discordant flutes. If the investigator succeeds in a Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav**, descriptions of

the madling court of Azathoth springs immediately to mind. Meanwhile, back in the observatory, the investigator's physical body becomes rigid, tendons standing out and eyes bulging.

If the other investigators free their companion from the tubes (it is easy to separate them), recovery occurs soon after, though the affected investigator must make a Sanity roll (1/1D6 SAN point loss) **Cth** / a Nausea test with a -2 penalty **Sav**. If the investigator is left with the tubes attached for a few rounds, the whole experience is at once enlightening (adding +1D10% to the investigator's Cthulhu Mythos skill, and lowering maximum Sanity consequently **Cth** / increasing the Knowledge (Mythos) skill by one die type, and lowering Sanity consequently **Sav**) as they behold the court of Azathoth, surrounded by his many pipers. Unfortunately, the experience is as terrifying as it is informative (requiring a Sanity roll with a 1D3/1D10 SAN point loss **Cth** / a Nausea test with a -2 penalty **Sav**). Remaining any longer than a few rounds, and the investigator will behold the blind idiot god Azathoth in its entirety, the daemon sultan writhing to unearthly music at the centre of the universe. Obviously, a Sanity roll is required to behold this awful vista, with 1D10/1D100 SAN points at risk **Cth** / a Terror test with a -2 penalty **Sav**.

The observatory serves no other apparent purpose, inasmuch as the investigators (or the Germans) are able to divine.

THE CRUCIBLE

Nestled in the midst of a savagely broken section of the city, once prominent and now buried within a chasm, this site was once one of the elder things' breeding facilities, a centre containing invaluable resources of stored proto-matter akin to that of the shoggoths. It was incubated from matter collected from the fount of uncleanness that is Abboth, found so far beneath Antarctica (and perhaps not altogether part of this world) deeper even than the lowermost reaches of the Stygian sunless sea where the elder things built their city. Portions of the Elder Tunnels once reached this god-entity (or perhaps one of its larger spawn) and the elder things regularly harvested the quivering matter for use in their experiments. Much life on Earth derives from their experimentation with this matter.

Though it was abandoned tens of millions of years ago, before even the shoggoth uprising, the elder things were attentive (and cautious) enough to see that the genetic material was stored carefully and sealed away against any calamity or upheaval, particularly against any incursions by their enemies, the fungi from Yuggoth, or the star-spawn of Cthulhu. And so the materials in this centre has survived the tectonic shifting that has broken the Elder City, and was one of the first sites the revived atavistic elder things sought out.

Geographically, the facility was once in a central portion of the city, but the ground collapsed beneath it when the surface broke and withdrew, and was enfolded and cocooned when the surface encroached again, leaving it in a hollow within a great cavern, slightly askew, with portions reachable only via the air or laborious climbing. Since awakening, the atavistic elder things have enlisted the aid of their degenerate descendents, as well as the newly-born generation, re-entering this facility and removing the inert genetic material from stasis, preparing it for use as a weapon against the German invaders.

Currently, the area is abuzz with activity, with elder things old and new opening old crèches of the shoggoth proto-matter and combining it within an enormous crucible that makes up a large portion of the interior of the building. It is at least the size and depth of a large swimming pool. Seeing this proto-shoggoth material (a greyish-yellow, slightly iridescent slime that clots and pulses) requires the investigators to attempt a Sanity roll (0/1 SAN) **Cth** / a Nausea test **Sav**.

In addition to all of this bio-chemical alchemy in motion, the atavistic elder thing scientists are restoring the mechanisms in this area that guided and controlled the proto-matter, culturing it and shaping it into the desired form and configuration. All it requires is a template and a means of control, and for this, they have a plan.



THE MODERN PROMETHEUS

To combat the Germans, the elder things have devised a ghastly and dangerous scheme: they are incubating a massive being, greater in size than any they have ever made, and readying it for an infusion of desired genetic material. Into this crucible they will deliver a mind-controlled human, a captive with one of the stone control collars about his neck. This victim provides the genetic archetype for the creature, an immense titan, grown in an accelerated fashion, formed of human and shoggoth matter, still mind-controlled and guided by the elder things and directed against the Black Sun's occupied bases in *Die Sammlung*, which are defended too strongly to be assaulted by the elder things themselves. This shoggoth titan, they believe, will be able to adapt to the reality-warping effects of the area by utilizing its inherent shoggoth resilience and adaptability, yet will remain controllable due to the human seed planted deep within its mass.

Once it is set free, the elder things plan to follow the creature closely, directing it against the Germans, and they will strike at additional targets while the German forces are occupied with their titan. Even if it fails, the titan will provide such a distraction that the elder things will be able to accomplish their other goals.

If the investigators find themselves working alongside the elder things, the enigmatic creatures request of them that they capture a German soldier, alive and unharmed, to

...the enigmatic creatures request of them
that they capture a German soldier...

assist in their plan to act against the forces occupying the Elder City. Not wishing to reveal the extent of their capabilities, they refrain from explanation, or simply mislead the investigators into believing that they require more German infiltrators, having lost the last of their mind-controlled pawns. The elder things may also be completely out of the stone collars (there are only a few floating around) and may require the investigators to recover one or more from the Germans, particularly the Black Sun camp in the laboratory in *Neu Berlin*, on the islands the Germans call *Nordinsel*. There, Black Sun scientists have recovered many elder thing artefacts from the city and the Vault, and have several stone collars they are experimenting with.

Should the investigators refuse either of these tasks, the elder things will be able to make their own way, psychically capturing a German soldier and sending him into the island to bring a stone collar back to them and serve as their test subject, being forced into the proto-shoggoth material so that it might form a hybrid of human and shoggoth. If the investigators are particularly difficult or obstinate with the elder things, they may find themselves the ones that are psychically dominated and sent after the stone collar, or potentially captured for use as the proto-shoggoth "seed".

If the investigators actually perform both of these tasks, or otherwise assist the elder things in recovering an intact stone collar and a subject to go into the proto-shoggoth mass in the crucible, they will be invited to stand by and watch as the creature is made. First, the German soldier (or other subject) is subdued with a stone collar, and psychically dominated by one of the atavistic elder things. If the investigators are nearby, the German may even attempt to speak to them in a curiously detached tone, almost blasé about his situation. Next, in a docile fashion, the captive is stripped and lowered into the surging, mucusoid mass of proto-shoggoth material in the crucible, much like a child being lowered into an enormous bathtub. The proto-shoggoth material first enters the subject's bodily orifices and then envelopes them utterly, until there is little to be seen.

At this point, the material grows still for a moment, then a few long seconds pass, and the whole mass suddenly roils as if brought to a sudden boil. The man inside spasms, his head, arms, and legs splashing out of the goo, his body's desire for avoidance causing him to react unconsciously. He is pulled back into the seething slime and eventually stills, all the while as the proto-shoggoth matter begins to form curious shapes and take on a tone similar to that of human flesh.

Watching the process for long enough (it takes several hours), the investigators witness the formation of the shoggoth titan, an immense and powerful humanoid being, though capped with a head made out of tendrils and curiously-twisted limbs, its musculature stiff and bulging strangely, unnatural and yet humanoid all at once.

When the shoggoth titan is complete, its anatomy fixed and stabilised, one of the atavistic elder things that guided the German soldier into the crucible moves to a position near its head and tenses, as if focusing. A moment later, the creature awakens, an immense howl coming from its many mouths, and it clambors clumsily out of the cauldron from whence it was born, a terrible new god to visit vengeance upon those who would offend its makers. It reaches the inner wall of the crucible and pushes against it, stone blocks brushing aside as if toys, and it roars as it steps into the winter cold, seeking the subject of the wrath it was born into.

Investigators witnessing this entire spectacle should perform a Sanity roll, with a potential loss of 1D3/1D20 SAN points **C_{th}** / a Terror test **S_{av}**. If they took part in the capture of the German soldier, the Keeper should increase the potential SAN loss to 1D6/2D20 points **C_{th}** / apply a -2 penalty **S_{av}** as the investigators wrestle with the implications of what they have done in the name of the war, and what their complicity has cost their souls.

DER STROMZENTRUM ("THE POWER CENTRE")

From the outside, this facility does not appear to be anything particularly epic or notable, a black hemisphere, with

a small arched doorway set into the ground nearby. There are so many tracks—booted footprints and tracked vehicles—in the snow outside this structure that it is impossible to miss them. In shape it vaguely resembles the onion-dome architectural style common in Russia and some Middle Eastern regions, a conjunction of one larger rounded building and several smaller similar ones clustered lopsidedly around, with spires that have long since broken away. Rubble covers a large portion of the structure, driven up against it by glacial waves that crested and receded, pushing millennia of debris onto the base and lower reaches. Black Sun sorcerers, exploring the city through various means of psychic delving, discovered the place and, intrigued, dug out one of the entries, and found to their satisfaction that this was one of their primary objectives, a means of achieving their grand goal in the Elder City.

Past the cleared entry is a sloping ramp leading underground, at the end of which lies a round doorway, 10 feet (3m) in diameter. This leads into an antechamber, a mostly-empty five-sided room with a high-vaulted ceiling, converging to a point some 30 feet (9m) overhead. There is little in here other than a small electrical generator and a radio, as well as a few folding chairs and a long table. The main chamber beyond is large and spherical, roughly 100 feet (30m) across, with one entrance leading in at roughly a quarter of the way from the bottom, and a small room identical to the antechamber, the door located on the opposite side. There is no flat or level floor, and anyone entering must walk down into the bowl-like chamber. Black spars of what appear to be volcanic glass stand perpendicular to the floor, converging on an empty space in the very crux of the Power Centre, its *omphalos*. Like pillars, these spars vary in size, from the width and length of a man's arm to 40 feet (12m) in height. The largest are roughly five feet (1.7m) in diameter at their base, and each is shaped like a stalactite, tapering to a jagged point. The investigators can move through the spars much as one would through closely-planted woodland, weaving though the black obsidian trunks.

Each of the five Elder Towers was built to harvest the psychic energy from a zone of the Earth. Each zone covers one-fifth of the planet, like an orange, divided into five segments. These five towers feed back to this one central point; the Power Centre, dubbed *Der Stromzentrum* ("The Power Centre") by the Germans. In times past, a trickle of psychic energy stored in any living beings within those regions would be channelled to this room and converted into a reservoir of psychic energy. The elder things could store and use that energy, re-circulating it to manipulate and affect that portion of the world. With this, they were able to monitor the progress of life as it crossed the planet, even watching (with wry detachment) the nascent hominid civilisations that rose and fell long before any known human history.

The elder things did not use any form of electric current. Instead, the power they used was derived from the psychic energy of the biological life forms that they created. When

harnessed, this energy could provide the elder things with the power to perform all manner of wondrous things. It is not, however, analogous to electricity; there was no power grid distributing energy to each building, or lines conducting current from one place to another.

THE ELDER TOWERS AND DER STROMZENTRUM

When one or more of the Elder Towers direct their power to *Der Stromzentrum*, a low hum is detected in the air, raising the hairs on the back of the neck. Glowing, turquoise threads of energy begin to emanate from the tips of the black spars, snaking their way through the air in graceful curves, bridging to a neighbouring spar. Despite looking like arcing electrical current, this energy is instead akin to plasma, flowing gracefully through the air in waving curves. The hum builds in intensity and volume but lowers in tone until the subsonic vibration can no longer be heard by human ears. However, the deep vibration can be felt in the pit of the stomach or the molars, and has the curious effect of cancelling out all other sound in the room, producing perfect silence. In the midst of this silence, gravity slowly loses force, and anything in the room that is not fixed down begins to float away from the floor, drawn up towards the centre of the room.

At the height of their empire, when this facility was in use, the elder things would allow themselves to rise up with the loss of gravity and move towards the empty space at the centre of the room. In a spherical void above the black tips of the many spars, they would enter a communal trancelike state, appendages and wings relaxed and extended as they floated, suspended in zero gravity. The glowing turquoise arcs of plasma would enter their barrel-shaped bodies harmlessly, depositing the harvested energy. An individual elder thing would typically spend around thirty minutes in the chamber, sharing the experience with others who would come and go, joining and departing the harmonic trance as they grew sated with the psychic energy.

On exiting, a reinvigorated elder thing would be brimming with this energy, able to channel it in all manner of tasks. Many of the elder things' tools and artefacts were powered with this same energy. Essentially, the central chamber of *Der Stromzentrum* functions as a giant Magic Point transfer node, taking Magic Points drained from across the globe by the Elder Towers and focusing them into the elder things that entered the null gravity space in its centre.

For every five minutes spent charging, 3 Magic Points are gained, and a living being can contain up to its POW×2 in Magic Points. These can be spent as any other Magic Points, and after 24 hours all Magic Points in excess of the being's POW characteristic are lost.

For every five minutes spent charging, a +1 bonus to a casting roll is accumulated, up to a maximum of +4. These accumulated bonuses may be "spent" on any Knowledge (Mythos) rolls to cast spells. After 24 hours any unused bonuses are lost.

Cth

Sav

The later, degenerate elder things unfortunately lacked the finesse to control this incredible source of psychic energy, and after numerous accidents they came to fear the facility, shunning it, to their detriment. Thus, only the atavistic elder things have memory of the place and the will and aptitude to properly utilize it, and taking control of the facility figures largely into their plans of driving out the German occupying force. This process does not work on humankind, however, and only elder things can utilize it, which Black Sun's scientists discovered to their lament.

EXPERIMENTING WITH DER STROMZENTRUM

A human being present in *Der Stromzentrum* when an Elder Tower is activated will first hear the deep hum; a warning that something is happening. Three rounds later, the hum drops below human hearing and all sounds are muffled. A human can move across the curved floor through spars at a rate equal to their MOV in yards **Cth** / to their Pace **Sav** each round, as noted before, the room is roughly 100 feet (30m) in diameter. After a further three rounds, gravity in the chamber begins to lessen, making movement more difficult, reducing MOV by one-half **Cth** / reducing Pace by half **Sav**. After a further three rounds, the centre of gravity changes and anything in the room is gently pulled towards the middle of the chamber, a roughly spherical area directly above the highest of the obsidian spars. Holding on to a spar requires a successful STR×5 roll **Cth** / Strength test **Sav** each round. Moving from spar to spar to the exit is very difficult and would require several STR×5 rolls **Cth** / Strength tests **Sav**, depending on the investigator's distance to the exit.

The Nazis have witnessed this room in action. The first man who went into the chamber floated up in to the room's centre. The turquoise plasma burned its way deep into his body. Lacking the tough dermis of the elder things, his skin split open and his body turned inside out, like a blooming flower bud formed of offal and blood. The man's ruined body was held, suspended in the centre of the room throughout the process. Not a drop of bodily fluid was lost as the gory mass of muscle, organs, and bodily tissue mingled with the fabric of the man's clothing to form a perfect sphere. When the Elder Tower was deactivated some ten minutes later, the sphere that was once a man slowly descended to the floor, rolling down and becoming lodged among several of the black spars. The surface of the sphere was rigid and possessed a plastic texture.

In the eyes of Black Sun Prior Reiner Lang, on his visit to *Der Stromzentrum*, this was a thing of great beauty, and a source of power beyond man's imagining. During his sojourn in Antarctica, Lang set to attempting to harness this strange new energy. It was some time before the Germans realized the connection between the timing of the activation of the sphere in the Elder Tower and the energised aspect in the main chamber. Various experiments were conducted, with devices attached to cables that would float up into the centre of the room when it was activated, but any theories that

the power was in some way electrical proved unfounded. It was clear that the device affected organic matter and so experiments were carried out using sled dogs, of which the Germans had plenty. Each animal had a harness with wires attached to its head and body. The harnesses, in turn, were attached to leads long enough to allow the dogs to float in to the centre of the room. The leads themselves had cables running through them, extending from the dogs to the antechamber, safely outside of the effects of *Der Stromzentrum*. The scientist attached the other end of the cable to a second dog in the smaller room opposite, now used for storage, with remarkable results.

When the machine in the Elder Tower was activated, the dog in *Der Stromzentrum* floated up, split apart and was transformed into a ball of gore, with its harness entangled within it. The cable remained attached as it floated in the centre of the room like a helium balloon, swaying as if upon a string. As this happened, the dog in the neighbouring room floated several feet up off the floor, tongue lolling out of its mouth, eyes awash with turquoise light. Lang, his scientists, and guards looked on in fascination.

When the energy was deactivated, the second dog floated back to the floor, its eyes still shining with eerie turquoise light. With a shake of its head, the harness holding it secure was burned away. The dog looked around at the shocked German guards, their gun barrels coming to bear on the dog. As the dog took a step forward, a panicked soldier fired his weapon, and was soon joined by his comrades. The dog's flesh was ripped to shreds by a mass of hot lead, but this destruction did not cease its existence. Through the cloud of gun smoke emerged the glowing turquoise phantom of a dog, still half-covered in the bloody mess of its former flesh and fur. It ran for the exit, its skin sloughing off and falling to the floor. This canine phantom, dubbed *Der Türkis Hund* by the Germans, still roams the Elder City (see p.266 for more information).

HUMAN TRIALS

Buoyed on by this success, Lang ordered his Black Sun scientists to promote their experimentation to a human subject. Placing a fresh dog in *Der Stromzentrum*, they attached a human subject to the other end of the wires in the room opposite the entry. This did not work out well for the test subject. His genetic structure was profoundly altered, but it did not produce a human version of the phantom canine. What it produced was more like a werewolf; half-man/half-dog and completely insane. Fortunately the human test subject was restrained during the experiment and eventually euthanized, though Lang recommended to the scientists that they keep the option open for this method to create a small strike force made up of these human-dog hybrids, or possibly mixing humans and other types of creatures.

On the third test, the Nazi scientists wired up a man and sent him into *Der Stromzentrum*, attached to cables that ran into the storage room. The test subject was a volunteer;

a young lieutenant who had lost most of his right foot to frostbite and was severely depressed. One of the Black Sun officers volunteered to be on the receiving end of the cable in the antechamber. The experiment was a resounding success, leading to the creation of the individual now known solely as “Test Subject No. 3.”

TEST SUBJECT NO.3

The poor lieutenant is now a dead sphere of bone and flesh. On the other hand, the Black Sun officer, Test Subject No.3, has been transformed into something superhuman and no longer entirely human. The power inside him, though, will ebb away in time, leaving him hungry for more. His internal reservoir of energy is represented in “charges,” the total being equal to twice the initial POW **Cth** / about four times the Spirit **Sav** of the young lieutenant who entered the Power Centre. He currently possesses 26 of these charges, and uses them cautiously. He appears much as he did before—a slender Black Sun officer with light brown hair and sharp features—but his eyes now reveal his inhuman nature, filled with an eerie turquoise light in which seem to swim tiny black worms. He cannot remember much of his human identity, and sits calmly in a chair in the storage room, almost as if in a trance.

Spending a single charge allows him to do any of the following:

- Fire a bolt of turquoise energy from his eyes (60%, damage 1D10, range 15 yards **Cth** / 2d10 damage, 15/30/60 range **Sav**).
- Leave (or rejoin) his physical body, exiting in an invisible, insubstantial form. His body is vacant when he is unconscious. Whilst in his incorporeal form he may move through physical matter and cannot be harmed by normal means, but can be affected by spells if he can be detected.
- Enter the Dreamlands, leaving his physical body behind as a dreamer does.
- Though the officer is not yet aware of the existence of sphere spawns (see below), he is able to control one of them for 1D6 minutes per charge.

The man is otherwise identical to a *Brandenburger* elite soldier, described on p.37 of the KG.

Because using German troops is bad for morale, Black Sun’s scientists would be keen to get a hold of non-German soldiers (the investigators and any friends they might have with them) as subjects to be sent to their deaths in *Der Stromzentrum*.

Flesh Spheres

Once removed from the main chamber of *Der Stromzentrum*, the flesh spheres were placed in the makeshift store room adjacent to the main chamber room, arranged on a metal shelf like a row of ghastrly cannon-balls. Their surfaces are

smooth and plastic to the touch, and extending a few inches out of each ball are the stumps of the severed copper cables used by the scientists.

The two spheres that were once dogs are around 18 inches (.5m) in diameter. The surface of these balls is a mass of fur and congealed bright red arterial blood, flattened as if encased in glass. Bits of liver and canine teeth can be identified, alongside parts of a leather collar, though it would take a successful Biology roll **Cth** / Knowledge (Biology) test **Sav** to identify the breed definitively as Alsatian.

The human sphere is much the same, but larger, around 30 inches (.8m) in diameter. Clothing and flesh are intermingled, all smooth like the others. Fingernails, a tooth with a filling, and human hair can all be identified among the blood and gore. In one place a dead eye stares out, never to blink again (though an insane investigator might think otherwise, perhaps imagining the pupil responding to visual stimuli).

Both dogs and man are dead, something is growing but deep inside the spheres, evolving and accelerating. After a few days, the spheres begin to twitch. Later they roll around the room, eventually moving so violently that the outer shell cracks like an egg, spilling black ichor onto the floor. The black ichor then rises up to take on the shape of its former host, a sphere spawn (see below). This process may be accelerated should the investigators interfere with the spheres, and the Keeper may choose to have the spheres hatch when the investigators enter the storage room, regardless of whether the spheres are manipulated.



Sanity loss for seeing the flesh spheres is 0/1D3 SAN **Cth** / a Nausea test **Sav** for the dogs, 1/1D6 SAN **Cth** / a Nausea test with a -2 penalty **Sav** for the one that was human. If they are encountered in tandem, the Keeper should have the investigators make a single Sanity roll. If the roll fails, then the Keeper should roll the SAN loss for either sight, using only the higher result **Cth** / If they are encountered in tandem, the Keeper should have the investigators make a single Nausea test with a -2 penalty **Sav**.

Nachtwölfe has been quietly preparing for the day when it will openly oppose Black Sun.

SPHERE SPAWN, CREATURES OF SHADOW AND SPITE

These beings are shadows of their former selves, living beings transformed within the strange energies of the Power Centre, incubated within the flesh spheres, and now divorced from their corporeal existence. They appear as black silhouettes or voids in space, pulsing as if moving in and out of existence. One round they are physical, the next they are immaterial.

Cth STR 22 CON 16 SIZ 13 INT 10
 POW 20 DEX 13 Hit Points: 15

Damage Bonus: +1D6; Move: 8.

Weapons: *Punch/Claw* 60%, damage is db.

Coexist 30%, see below.

Armour: none, but may only be harmed by regular physical attacks on alternate rounds. On the rounds in which they are immaterial they regain Hit Points equal to the number of Magic Points they drain from their victims.

Spells: none.

Sanity Loss: 1/1D6 to see a sphere spawn.

Special Rules: If a sphere spawn is attacked, the Keeper should announce beforehand whether it is physical or immaterial, or roll 1D6 if the state is in question, with 1–3 meaning the creature is in a material state, and 4–6 indicating it is immaterial.

By moving to overlap their immaterial form with that of their attacker, sphere spawn can cause horrific damage as they materialise within their target's body on the following round. This attack causes 1D6 damage and drains 1D6 Magic Points. This is an invasive and painful experience, and the victim must make a Sanity roll (0/1D3 SAN) if the attack is successful, in addition to any SAN loss suffered from seeing the sphere spawn.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d12+1, Strength d12+2, Vigor d10.

Skills: Fighting d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 7.

Special Abilities

- **Pulsing:** Sphere Spawns are constantly pulsing in and out of existence; one round they are physical, the other immaterial. When immaterial they behave as if they had the Ethereal Monstrous Ability. The Keeper should keep track of what state each sphere spawn is in. Savvy heroes should be able to Interrupt sphere spawns after they've become physical but before they attack.
- **Punch/Claw:** Str+d4. This attack is only available when the sphere spawn is in its physical state.
- **Coexist:** By moving to overlap their immaterial form with that of their attacker, sphere spawn can cause horrific damage as they materialise within their target's body on the following round. If the target is still inside the sphere spawn's "occupied" area by the time it materializes, he automatically receives 2d8 damage and must make a Nausea test.
- **Regeneration:** If a sphere spawn successfully hits an enemy while immaterial, it may make a free natural healing roll.
- **Horror (-1):** anyone seeing a sphere spawn must make a Horror test with a -1 penalty.

THE CITY ENGINE

To quell the eventual rejuvenation of the God in the Mountain, the elder things constructed an immense technological work, an artefact of such scale and engineering that it was more akin to architecture than machine, yet incorporating elements of both, functioning according to the esoteric principles of science so advanced and outré that it could only be described as magic. This was their city engine, an incredible accomplishment, essentially a gigantic magical glyph with moving parts and internal mechanisms that moved bio-psychical energy away from the slumbering god, harnessing some of it for daily use and releasing the rest of it harmlessly into the surrounding environment. Unbeknownst to the elder things, the residual effect of this energy release was the psychical contamination of their city and their people, an unquantifiable spiritual degeneration that eventually led to their malaise, their downfall, and fed the violent and rebellious spirits of their creations, the shoggoths.

This structure itself is similar to that described in *Nachtwölfe* Plane Wreckage on p.288, a curiously-shaped, vaguely organic building, though this structure is S-shaped rather than C-shaped, following a natural contour of the hills the Elder City is built within, connected to an underground super-structure that runs throughout the entire city, forming



an arcane shape whose exact configuration is known only to the elder things who built it. Several city blocks in length and at least five stories at its highest point, it was torn in half when two glaciers enveloped it, and then broke and moved against one another, eventually separating, leaving a ten yard (metre) gap in the building's span, at one of the curving sections. Much of its length is covered with the thick sheet of ice that has enveloped much of the city, and the Germans have used the few machines they have to dig out one of the entrances at one end of the building.

The portion of the building that remains is unusually ridged, with irregular bands spanning it at various points of the building's length. The Germans are hard at work attempting to restore the broken connections in the mid-section of the building, and to accomplish this, Griess dispatched a team of Pioneer Infantry (pp.33–34 of the KG), led by several Black Sun-loyal scientists (p.108 of this book), all under the command of *Hauptmann* Leopold Rausch, a Black Sun Novice (see pp.94–95 of the KG). These men work round-the-clock in an attempt to map the workings of the city engine, divining a means of bridging the now-present gap in its mechanisms and restore it to functionality. They have cleared out the ice that filled the gap between the sections of the building, and are now attempting to determine how to pass energy along from one portion of the building to the other, bridging the psychical energy circuit.

Unbeknownst to the Germans, the elder things were such skilled architects that the design of the city engine more than accommodates significant damage to the structure (they had fought and won wars against the mi-go and the star-spawn of Cthulhu, after all), and prepared for the eventuality of operating under less-than-ideal circumstances. Despite all of the damage done to the city engine by glacial movement, tectonic upheaval, and the vagaries of cruel aeons, the city

engine was more-or-less-functional until recently, when Black Sun began to meddle with it. *Nachtwölfe's* destruction of one portion of the city engine (described above) damaged it, but only at the cost of setting back the Black Sun plan to use it as a means of super-charging the God in the Mountain with psychical energy released from the psychic scream they would set off. Now the Germans have almost restored the city engine to a portion of its functionality. It no longer drains energy from the torpid deity, but is nonetheless attuned to it; capable of sending energy through the same channel it once leeched vitality from the God. The many cells inside the structure are filled with jury-rigged cables, metal panels affixed to stone blocks, wires running across the gap between the two portions of the building, and occult glyphs painted in gold and silver paint and imbued with magical resonance and power.

Investigators entering the building notice that the air seems electrified, causing a distinct and curious sensation. A successful Occult roll *Cth* / Knowledge (Occult) test *Sav* identifies the glyphs as being magical in nature, and a successful Cthulhu Mythos roll *Cth* / Knowledge (Mythos) test *Sav* reveals them to be specifically aimed at guiding psychical energy (Magic Points) in a manner akin to that used to create an enchanted item.

As foreman of the operation, *Hauptmann* Rausch is terrified of the elder things, and has noticed the enmity the animals have for the strange creatures. Thus this building is one of the few where dogs are used on patrols around the clock, and they react loudly whenever an elder thing gets within 100 yards (91m) of the city engine structure. Two Pioneer Infantry soldiers are on guard at the entrance at all times, one holding the leash to a former sled dog. Inside, are several other doorways that link the city engine to others along the circuit, and the known entrances to the city engine site are also guarded, each by a single Pioneer

Infantry soldier. Due to past attacks by the elder things, all of the German soldiers stationed here are nervous and quick-tempered. Rather than rotating back to their barracks on *Die Sammlung*, they are bivouacked here full-time, and the continual habitation in the dismal, cold facility is beginning to wear on them.

PULLING THE PLUG

Disabling this facility is one of the elder things' highest priorities. They would prefer it to remain intact, but knowing that Black Sun intends to send a pulse of energy through it intended to rouse the God in the Mountain, they would rather sacrifice the machine in the short-term and buy more time to devise another means of keeping the deity dormant. If the investigators have encountered the elder things and are working alongside them (see *Tea with the Elder Things*, p.275), the elder things do everything within their power to convince the investigators that the city engine needs to be cleared of the Germans there. The investigators are also made aware of entrances the Germans know nothing about, entrances that can be breached with Sneak rolls or other clandestine means.

Once the facility is secure, the elder things urge its destruction, which the investigators can accomplish through use of Demolitions, Sabotage **Cth** / Knowledge (Demolitions), Repair **Sav**, or other more (or less) subtle methods.

ENTRANCE TO THE STYGIAN SUNLESS SEA

Many graphic sculptures told of explorations deep underground, and of the final discovery of the Stygian sunless sea that lurked at earth's bowels.

—H.P. Lovecraft, “At the Mountains of Madness”

Nestled deep below the city is a long and spiralling ramp into darkness, the sides somewhat rough, as if shaped by knocking down adjacent walls between a honeycomb of natural stone. The ground has been scraped flat and even polished, and the walls decorated with the most degenerate and least artful of the elder thing carvings the investigators have yet seen. A close look at the carvings reveals that they are a palimpsest, a crude new set of carvings overlaying a more finely wrought original. Many side tunnels lead off, sometimes into galleries that are curiously empty, and others heading into smaller tunnels that link to various places in the Elder Tunnels, some collapsed and impassable, some navigable.

Any investigator with a functional nose notices a rank, fetid smell coming from ahead, and on the ground the source becomes apparent: an ever-increasing amount of penguin droppings. A successful Listen roll **Cth** / Notice test **Sav** alerts the investigators to a far-distant chorus of the creatures, echoing from somewhere in these tunnels, but nowhere close. Continuing downward, the investigators discover a grim

sight: the bodies of eight elder things, brutally slain, their heads removed as if by tremendous force, all covered with an iridescent black slime that, despite apparently being here for years, has yet to freeze entirely. The ghastly tableau requires a Sanity roll to behold (1/1D6 SAN point loss) **Cth** / a Nausea test with a -2 penalty **Sav**.

Should the investigators be familiar with the testimony of Dyer from the Pabodie Expedition of 1930–1, they recognise that they are now seeing the scene Dyer and Danforth witnessed. A successful Idea roll **Cth** / Smarts test **Sav** reveals that this is indeed where the two men encountered a shoggoth and fled back the way they came. This may put the investigators on guard, but successful Spot Hidden or Listen rolls **Cth** / Notice test **Sav** reveals to them that there is nothing still here, and that the shoggoth that gave chase to the two academics is years-gone. Despite this, the Keeper may wish to instil a bit of mortal dread into the investigators, perhaps allowing them to hear the strange piping cry of “*Tekili-li! Tekili-li!*” and having a gross and albinoid penguin wander blindly into their gun-sights.

Continuing onward and downward, when the investigators reach the end of the ramp, they find a particular vault whose doors were once sealed and emblazoned with star-shaped soapstone sigils set into the basalt. Now the thick doors are cast wide open, the sigils prised forth and scattered on the ground nearby. A successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** or Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** reveals these as Elder Signs. Through the doors, should investigators dare, is an immense chamber within which is a great square pool of almost black, supernaturally still water that shines like a black mirror when light is cast into it. Nearly 50 yards (46m) to each side, the chamber it resides in has a high roof, almost 20 yards (18m) to the ceiling. The roof is supported by slightly diagonal, regularly-spaced barrel-shaped columns, leaning inward. Each column is nearly three yards (or metres) thick, wider at the centre, with five ridges and stylized flaring at the base, mid-height, and at the top. These flank the pool at regular intervals, but the space nearest the entry to the chamber has a large gap, allowing easy access to the pool, which slopes from the edge, growing deeper until it opens into access to an underwater river that eventually feeds into the black sea far beneath Antarctica, where the elder things have made their new home.

A thick band of *bas-relief* sculpted wall art running on all walls of the chamber, broken only by the arched doorway, contains the history of the elder things and their discovery of a sunless, Stygian sea at the deepest reaches of the ocean, and their eventual settlement and establishment of a new capital city. It depicts them mirroring the architecture they have made above, in the night-black depths below, and their shuttling of the majority of their remaining population into that dark place, where they could swim and thrive unthreatened by their ancient enemies.

This is where the elder things abandoned their city at the very end, the last of their number still dwelling in the city going down into these still waters and swimming to their new redoubt, and out of history. Though many elder things remained dormant, sleeping in seemingly-interminable stasis, the Elder City was at last emptied of occupants, left for the shoggoths to patrol. This is the destination the elder things exhumed by the Pabodie Expedition were trying to reach when they were slain. A successful Spot Hidden roll **Cth** / Notice test **Sav** while examining the doors reveals that they were recently breached, perhaps within the past few days, and a successful Track roll **Cth** / Tracking test **Sav** notices the telltale trail of many elder thing “feet” entering the chamber, and then returning from whence they came. From the ice frozen next to the pool, investigators may (correctly) surmise that one or two of the elder things entered the water but did not emerge.

WATCHER IN THE WATER

If the Keeper wishes for a more dramatic encounter in this setting, an obvious choice would be to place a shoggoth in the water—the selfsame creature that chased Dyer and Danforth out of the Elder City during the Pabodie Expedition. The creature has lain practically dormant for years, rousing itself only periodically whenever an elder thing attempts to enter the water to swim for their remote colony. Incredibly fast in the water (more so than on land, with a MOV 12 when submerged **Cth** / with a Pace of 12 when submerged **Sav**), the shoggoth is more-than-able to catch any hapless elder things and overpower them in the water, keeping any messages or entreaties for help from getting through. Due to this creature’s presence here, it might be that past visits from the underwater elder thing colony met a dismal fate, and contact with the Elder City was never re-established.

If the investigators draw near the water, the shoggoth bursts forth, shockingly all at once, leaping into the midst of its prey and striking as rapidly as possible with long tendrils hardened to the strength of steel blades. Investigators subjected to this sneak attack must make Sanity rolls (1D6/1D20 SAN loss) **Cth** / Terror tests **Sav**, as well as attempting an Idea roll **Cth** / Notice roll **Sav** to be able to act in the first round. Even if successful with the Idea roll **Cth** / Notice roll **Sav**, the only actions the investigators can take are defensive ones (Dodge **Cth** / Agility **Sav**, parry, running away, etc.). The shoggoth fights until it is grievously wounded or dead, and will knock investigators into the chill water as a means of immobilizing them, after which it will attempt to attack and kill them while they are clambering out, or dive beneath them to pull them down into the inky black depths.

LURKERS AT THE THRESHOLD

Alternatively, the entry to the sea might be guarded by German soldiers who have wired the area with enough explosives to level the tunnel in its entirety, bringing with them guard dogs that are all-too-adept at sensing the

presence of elder things. These men, four *Panzergranadiers* rather than standard soldiers, have been ordered to detonate these chargers should they see any sign of the elder things, even if it brings about their own deaths. They are hidden behind sandbags filled with packed snow (providing 8 points of armour), atop which is mounted an MG42, as described on p.65 of *Call of Cthulhu, Sixth Edition* or p.153 of the KG. The explosives are wired just above the water level and all around the mouth of the cavern where the pool is located, requiring a successful Demolitions roll **Cth** / Knowledge (Demolitions) test **Sav** to disarm without setting them off. Should the investigators be unable to stop the detonation, the contained blast collapses the cavern, killing everyone within the area, and causing 2D6 Hit Points of damage **Cth** / 3d6+2 damage **Sav** to anyone caught in the blast radius or in the lower reaches of the tunnel. The investigators need to handle such a situation delicately.

DIPLOMATIC IMMUNITY

Though the investigators have no way of knowing it, the atavistic elder things sent two of their number down into the depths to find what had become of their kin in the city at the bottom of the sunless, Stygian sea, and to carry a message detailing the situation about to transpire in the Elder City. This may (at the Keeper’s discretion) lead to the underwater elder things sending back to the Elder City a heavily-armed squadron of elder things, perhaps accompanied by still-docile shoggoths. This possibility is described in Attack of the Elder Things on p.345. Should the Keeper desire, this chamber may not be empty, and could be guarded by one or more of the degenerate elder things, ordered to remain until word returns from their distant brethren. The investigators might be sent by the atavistic elder things to meet with these, their distant kin, and see that they are not hindered by Germans (or shoggoths) waiting in ambush at the entrance to the sea.

If the investigators are on hand for the arrival of these distant elder things, they must make Sanity rolls (0/1D6 SAN points **Cth** / Horror tests **Sav** for the elder things, and 1D6/1D20 / Terror tests **Sav** for any shoggoths in tow, with the SAN loss **Cth** / penalties to the roll **Sav** increased at the Keeper’s discretion based on the number of beings encountered), and should attempt an Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** to be able to communicate with the beings. True conversation is outside the scope of the skill, but basic information can be conveyed with a successful roll. If the roll fails, the elder things are liable to attack or otherwise disregard the investigators, depending on which actions are taken and if the investigators appear to present a threat. Once they have arrived, the elder things make their way to the largest gathering of the atavistic elder things and begin to plan their assault, setting in motion the attack of the shoggoth titan (p.291) and unleashing the shoggoth hybrids from within the Vault (p.325).

DIE SAMMLUNG ("THE COLLECTION")

Deep within the Elder City and far from the constraints of earthly physics, the German expedition has discovered a wondrous and unique prize, a veritable treasury of artefacts belonging to the elder things, intact evidence to their astonishing achievements. At the height of the elder thing civilisation's scientific prowess, they raised a great library. Impossible in its architecture and limitless in size, the library contained not only the knowledge of the elder things, but that of countless realms beyond their own. Huge laboratories enabled their scientists to delve even deeper into the secrets of creation, whilst portals opened into every imaginable space and alien world, allowing the elder things to create a living museum, dedicated to the wonders—and horrors—of their universe.

Alas, with the decline of their civilisation, the elder things began to neglect the library. In their degeneration, they no longer possessed the knowledge necessary to maintain the spells that would reinforce the great portals keeping the place intact. In their desolation and cultural shift inward, they lost interest in the universe around them,

The Elder City is waking up, streets
haunted with humans and Mythos entities
alike, each pursuing fearsome agendas.

and eventually abandoned their archive's spiralling halls, ceasing to care for the knowledge of their race and the notion of scientific furtherance of that knowledge. The portals to other worlds went unused, untended, and as a consequence, began to decay, their occult technologies deteriorating and emanating into the physical world around them. The elder things' arts, their sciences, their technologies... all ground to a slow and inexorable halt. Finally, when their shoggoth slaves went into full revolt, the elder things abandoned the library altogether, leaving the place to come apart at its own seams.

In the aeons that followed, the unnatural forces bound within the portals leaked into the surrounding environment, warping reality and tearing the library from the surrounding rock to hang at an impossible height over the icy wastes. It currently defies both gravity and mathematics, maintaining its own gravity and orientation despite floating loose over a seemingly bottomless chasm. Millions of years of reality warping and disturbance broke it into three pieces, and now the site consists of three massive islands of rock hanging in the sky, surrounded by numerous smaller chunks of rock and ice floating in the nothingness. Pounded for countless centuries by the alien stresses produced by the portals, the huge inverted mountains of stone are scarred with deep fissures

and jagged chasms; testament to the geological tension caused by the energy of the portals.

When the Germans discovered the place and determined its true nature, they named it *Die Sammlung* ("The Collection") and began exploring it in earnest, turning it into the main site of their garrison within the Elder City. Located near the city's centre, in a place devastated by the seismic upheavals that have wrecked the abandoned city, the former site of the library bears little resemblance to its appearance when it was first made, more than 50,000,000 years ago. Surrounded by high, rocky cliff-faces, it and the surrounding area are somewhat lower than the rest of the city. From a distance it is almost invisible, requiring a successful Spot Hidden roll **Cth** / Notice test **Sav** to find the entrance inadvertently, or a Navigate roll **Cth** / Knowledge (Navigation) test **Sav** if the general location is known. There are no easy landing spaces around it for aircraft, and the surrounding roads are so broken and strewn with rubble that tracked vehicles are next-to-worthless.

Not only are the laws of gravity subject to the portals' alien influence here, but the laws of mathematics (and geometry in particular) are warped and twisted by their power, making every step on the islands' surfaces a dangerous one. The Germans lost dozens of men before they finally began to understand the patterns formed by the geometric and mathematical pressures around the library. By exploiting areas of more stable geometry and placing enchanted stelae at key positions, Black Sun have charted a pathway up through the three islands to the entrance to the library. However, even with their magic they still fear what dwells between the angles beyond.

The surfaces of the three islands are mazes of shattered and twisted crystalline shards, through which the Germans have blasted a makeshift road, bordered by sodium lights strung between metal posts. This path is the only reliable way to reach the library itself without being subjected to the chaos of the non-Euclidean geometry that rules this region. The ground, a mixture of ice and rock, gives off a constant misty vapour that reduces visibility and makes it even more difficult to judge distance and shapes.

Even in the areas where Black Sun's stelae have stabilised their surroundings, distances are all but impossible to judge, shifting randomly before the eyes. This is most noticeable when traversing the distances between islands as the angles between them conflict, causing nausea and dizziness as previously distant points loom out of nowhere and twist into view at random. The Keeper should consult Non-Euclidian Environments on p.328 for information about what investigators will experience, physically and psychologically, when entering this area.

The Germans have installed cable winches to facilitate travel between the islands, linking them at their closest points. However, to the naked eye these points seem anything but close to one another—another effect of the warping. The islands are named after their relative compass directions:

Nordeninsel (“North Island”), Südeninsel (“South Island”), and Osteninsel (“East Island”). Various sites on the islands were originally given perfunctory names “Kamp A,” “Kamp B,” etc. but then the fortunes of war began to turn against the Third Reich. It became apparent that the forces stationed in *Neuschwabenland* would be there for much longer than imagined, so the Black Sun leadership renamed the camps after German cities: *Neu Aachen*, *Neu Berlin*, *Neu Chemnitz*, and *Neu Dresden*, retaining the initial letters to ease the transition.

The Approach

The islands hang above a cracked and fissured ice shelf, pierced by jagged shards of black rock. Constantly stressed by the alien angles emanating from the Vault, the edges of the shelf are riddled with cracks and fragments that periodically fall away, out of sight, into the nothingness below. Slow, methodical movement is the only option to progress along the ledge, and investigators must wrestle with harnesses and ropes to avoid plunging over the edge, making all physical actions *Difficult Cth* / receive a –2 penalty *Sav*.

Investigators attempting a stealthy approach to the site can move between the jagged outcroppings of ice and rock without risk of detection (no Sneak rolls *Cth* / Stealth tests *Sav* required). However, if they attempt to approach Winch I, German soldiers on guard there may spot them. The Keeper should consult p.303 for more information on this site. Alternatively, the investigators can also reach the base of the Falls without needing a successful Sneak roll *Cth* / Stealth test *Sav*.

The Falls

A notable feature of the second island is an unusual waterfall, pouring from an unseen fissure in what appears to be the top of the island, a roaring torrent of icy water plunging into the void, cascading down a series of smaller chunks of ice and rock hanging beneath it. Attempting to climb the falls is a dangerous prospect, but can be done with the right equipment and expertise. However, the combination of the incredibly difficult climb and the freezing waters means that three consecutive *Difficult Climb* rolls *Cth* / Climbing tests with a –2 penalty *Sav* are required to complete the climb.

Cth Each round while attempting the climb, the investigator suffers 1 point of damage from bruising and the rushing water (armour protects against this). Investigators who fail a roll do not fall, but instead can only cling to the rock for that round and must attempt to make *Difficult Climb* rolls again the next round until three consecutive rolls are made. Investigators who critically fail a roll are at the mercy of their Keeper, but the options are to fall some distance down the falls, taking 1D6 points damage per 10 yards (or metres) or they simply plummet into the void, never to be seen again. If investigators make an effort to coordinate their climb and let their best climbers organise it, then all investigators may use the highest rated Climb skill amongst their number to attempt the *Difficult* rolls.

Sav Investigators who fail a roll do not fall, but instead can only cling to the rock for that round and must attempt to make Climbing tests with a –2 penalty again the next round until three consecutive rolls are made. Investigators who get a Critical Failure are at the mercy of their Keeper, but the options are to fall

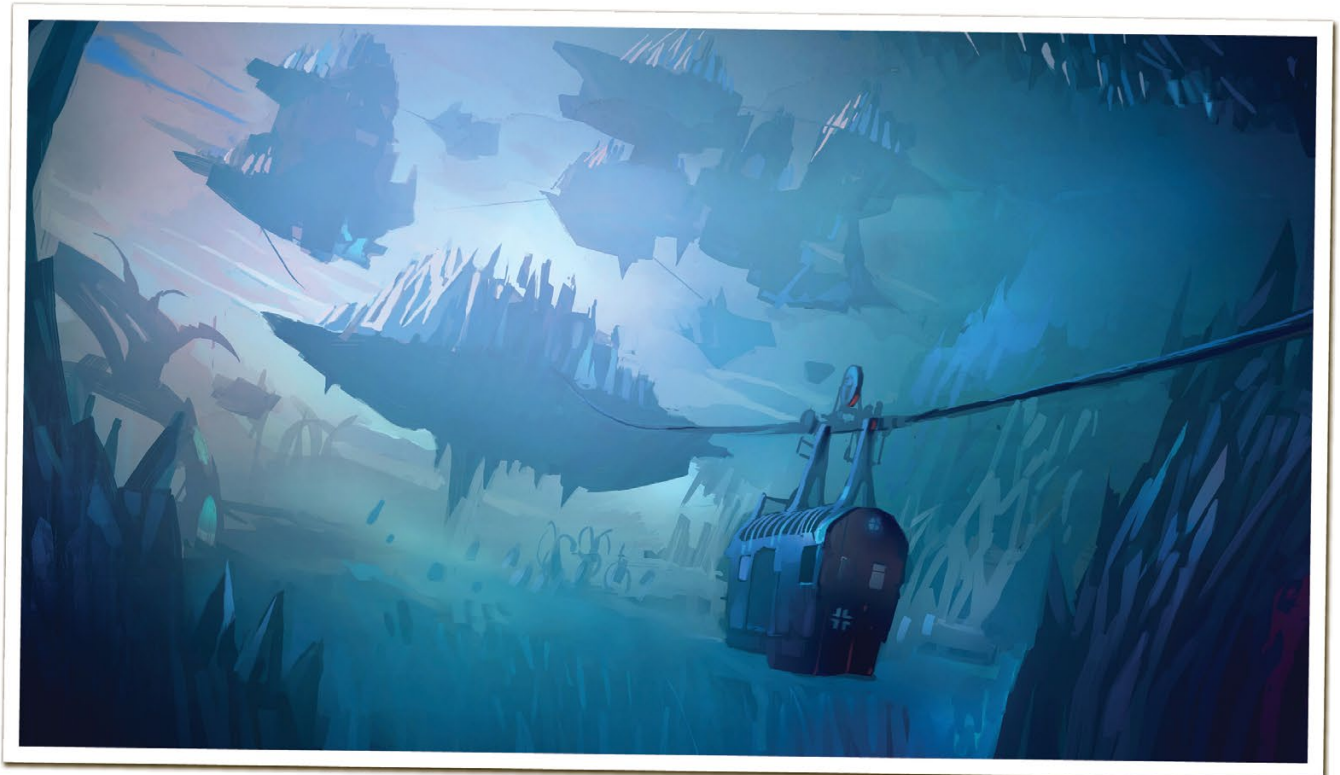


Table 20: Psychic Manifestations

Roll Cth / Card Sav	Manifestation
01–05 Cth / Black Deuce Sav	Cosmic Shock
06–10 Cth / Red Deuce Sav	Dweller from Beyond
11–15 Cth / Black 3 Sav	Final Resting Place
16–20 Cth / Red 3 Sav	Enemy Action
21–25 Cth / Black 4 Sav	Follow the Yellow Brick Road
26–30 Cth / Red 4 Sav	Something in the Ice
31–35 Cth / Black 5 Sav	Clutching Hope
36–40 Cth / Red 5 Sav	Crazed Survivor
41–45 Cth / Black 6 Sav	Through the Looking Glass

Roll Cth / Card Sav	Manifestation
46–50 Cth / Red 6 Sav	Shadows
51–55 Cth / Black 7 Sav	Gravitational Anomaly
56–60 Cth / Red 7 Sav	Vertigo
61–65 Cth / Black 8 Sav	Broken Stela
66–70 Cth / Red 8 Sav	Temporal Anomaly
71–75 Cth / Black 9 Sav	Doppelgänger
76–80 Cth / Red 9 Sav	Hunted
81–85 Cth / Black 10 Sav	Fragments
86–90 Cth / Red 10 Sav	The Void
91–95 Cth / Black Ace Sav	Degenerate Elder Thing
96–00 Cth / Red Ace Sav	The Vault

some distance down the falls, taking 1d6+1 damage per 10 yards (or metres) or they simply plummet into the void, never to be seen again. If investigators make an effort to coordinate their climb and let their best climbers organise it, then all investigators may use the highest rated Climb skill amongst their number to attempt the rolls with a –2 penalty.

Black Sun Stelae

When exploration of the site first began, the Germans quickly recognised the extent of the danger represented by the warped dimensions. After some experimentation, the Black Sun scientists realised that the effects of the warping could be diminished by the presence of a powerful psychic mind, literally binding reality together in a localised region. Among their number, the Norn witches proved to be the most adept at harnessing reality due to their dreaming abilities, but at great cost to their minds and bodies. Many Norn were assigned to Antarctica, and in going, willingly laid down their lives to serve Black Sun. Assigning the Norn to stand duty proved inefficient, and a cruel solution was

devised that turned the psychics into eternal sentinels. More details about Norn can be found on p.95 of the KG.

Whilst the strongest of the Norn now reside in the Focal Chamber (see p.317), the remainder were assigned to a terrible fate, their bodies encased within the stelae themselves, and a living death from which there is no escape. The stelae are set upright, anchored within the earth of the islands, flanking the path at regular intervals and surrounding the camps and other vital sites on each island. Each stela is roughly nine feet (3m) tall and fashioned of a latticework of obsidian and blue crystal, etched with dark and obscene runes that flicker and pulse with a sickly green light. Investigators examining a stela should make a Spot Hidden roll **Cth** / Notice test **Sav** as they peer into the heart of the artefact. If the roll is successful, the investigator must make a Sanity roll (1/1D8 SAN loss) **Cth** / Nausea test with a –2 penalty **Sav** as they see the sunken, near-skeletal face and nude, withered body of the Norn encased inside, eyes wide open and staring back in horror.

The stelae are incredibly durable, and doing any lasting damage or impeding their abilities would require the use of explosives. Each stela has 50 Hit Points, 8 points of armour **Cth** / an object Toughness of 16 **Sav**. Should the investigators

destroy a stela, the surrounding area is immediately affected by the energy flux emanating from the portals. Reality immediately begins to change. Destroying one stela has no effect on the other stelae or the Norn witches active in the Focal Chamber. However, any attack that fails to destroy the stela entirely results in a psychic backlash from the Norn cocooned within, causing 2D6 Hit Point of damage **Cth** / 3d6 damage **Sav** to all enemies within 30 feet (10m).

Gun Emplacements

Whilst the stelae can prevent the worst of the dimensional effects afflicting the site, they can do little to prevent other... *things* from creeping out of the spaces between dimensions. Many horrors were stored inside the Vault by the elder things, and when it began to destabilise, these terrible creatures were set free to roam the many-angled mazes therein. Some have fled, some have died naturally, others killed one another, but occasionally one of these unearthly creatures emerges from the Vault and must be dealt with.

The Germans have positioned gun emplacements at key points on the islands. Each emplacement consists of sandbag structures, atop which are MG42 machineguns and 81mm mortars, and all are fully manned at all times by three Black Sun-loyal SS *Panzergranadiers* (see p.310 for details). The three emplacements at *Neu Berlin* and the two at *Neu Dresden* are also armed with 37mm anti-tank guns, each operated by a crew of three Pioneer Infantry, as described on pp.33–34 of the KG.

Cth The 37mm anti-tank gun requires a *Difficult* Heavy Weapons skill to use against human-sized targets, does damage 5D6+shock, attacks 1/2 rounds, and has a base range of 300 yds. Statistics for the MG42 and 81mm mortar are provided on p.65 of *Call of Cthulhu, Sixth Edition*.

Sav The 37mm gun has the following statistics: Range 50/100/200, damage Armor Piercing 4d8 or high explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template. The 81mm mortar has the following statistics: Range 50/100/200, RoF 1, Damage 2d8+1, AP 1, Heavy Weapon. Statistics for the MG42 are provided on p.153 of the KG.

The Path

Through laborious investigation and the loss of many lives, the Germans have plotted a pathway through the maze of crystal towers. This course was blasted by German pioneers before Black Sun wove their runes upon it in order to stabilise reality along its route, and now, whilst the angles and dimensions in this area have an indefinable *wrongness* to the human eye, the path follows a course through the areas least affected by the portals, and is reinforced by the stelae where necessary.

Electric lights on tall metal stands placed every 20 feet (6m) cast a flat white light across the surrounding rock,

further adding to the site's alien appearance. The width of the stabilising effect varies at points across the site, but on average is 15 feet (4.5m) from the path. Inside this perimeter, the investigators are safe from the physical effects of the library, though any entities they may encounter may also enter without impediment.

LEAVING THE PATH

Beyond the semblance of order and reality created by Black Sun's stelae, the laws of mathematics and physics quickly break down, fluctuating and mutating with every moment and every step. Investigators intentionally entering the affected zones may take precautions—such as employing safety ropes and markers to aid their passage—but the effectiveness of these is left to the Keeper's discretion.

Regardless of these safety measures, an investigator leaving the path and entering the unstable zones must make a Luck roll every turn spent in those areas. As the fluctuations can be extremely localised, each investigator in the group must make their own Luck roll **Cth** / each investigator should draw a card from the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **Sav**, resulting in one investigator walking through an area unhindered whilst another encounters a manifestation of the library's effect upon reality. If an investigator fails the Luck roll **Cth** / fails the Luck test **Sav**, the Keeper should roll 1D100 **Cth** / draw a card from the Action Deck, drawing again if the result is a face card or a Joker **Sav** and consult Table 20: Psychic Manifestations (p.302) to determine what effect the investigator faces. Alternatively, for the most dramatic effect, the Keeper can choose a result that would be most appropriate for that particular investigator.

When an investigator succumbs to the effect, it seems instantaneous from the perspective of the investigator and that of any others in the group. One moment everyone is walking together, and then in the next, the investigator has vanished, though this disappearance always seems to occur just as the other investigators look away for a second as they navigate the maze. Anyone trying to determine when exactly the investigator disappeared will be unable to, no matter how long the investigator has been gone, thinking that it must have just happened a moment ago.

Assuming an investigator survives the psychic manifestation, backtracking and locating the other investigators requires a successful Idea roll **Cth** / Smarts test **Sav**. Failure means the investigator's mind is overcome by the experience, and they must spend an additional turn lost in this new environment before attempting the Idea roll **Cth** / Smarts test **Sav** again. A fumble **Cth** / Critical Failure **Sav** on the Idea roll **Cth** / Smarts test **Sav** means that not only is the investigator lost but that they have inadvertently stumbled into another manifestation. If so, the Keeper should roll **Cth** / draw a card from the Action Deck **Sav** on the table again, and now the

investigator must resolve that second psychic manifestation before attempting to locate the other investigators.

The reality of these experiences is highly variable, and the Keeper should decide how “authentic” any of these experiences are when pertaining to objects taken from the manifestations, etc. Despite this variability, any threats to self and sanity are quite tangible, and even the most hypothetical of the dangers along the path can kill.

The manifestations are described below:

COSMIC SHOCK

For a brief moment, the surrounding angles coalesce into a form that presents the investigator with a momentary glimpse of the true order of the universe, before once again returning to normality. The investigator must make an immediate SAN roll **Cth** / Horror test **Sav**. If the investigator succeeds, an Idea roll **Cth** / Smarts test **Sav** allows the investigator to glean some insight from the vision. If the roll is a success, the investigator immediately gains 1D6 points in the Cthulhu Mythos skill (lowering the maximum Sanity score by the equivalent amount) **Cth** / gains one die level in the Knowledge (Mythos) skill, with the appropriate deduction in Sanity **Sav**. If the SAN roll is a failure, the investigator’s mind is incapable of withstanding the horror of what was seen (2D4 SAN loss) **Cth** / the investigator receives the dementia impact resulting from the Horror test **Sav**.

DWELLER FROM BEYOND

The elder things created the portals within the library (p.300), allowing them to travel to many different worlds and dimensions. Unfortunately over the millennia, many other Mythos creatures have made their way to this world and now wander the maze of rocks, trapped by the unearthly geometry. The investigator is unfortunate and crosses the path of one such creature (it is the Keeper’s discretion as to which creature and how malevolent it may be). Suitable creatures the investigators may encounter include cold ones (p.361), byakhee, dimensional shamblers, lloigor, or star vampires, the latter examples from *Call of Cthulhu, Sixth Edition* **Cth** / Suitable creatures such as cold ones, byakhee, dimensional shamblers and other creatures the Keeper might deem appropriate, such as ghouls, are detailed on p.234, p.220, p.225, and p.228 of the KG, respectively **Sav**. If the Keeper is loathe to introduce additional creatures to the Elder City, these can be ghosts or wraiths—the disembodied spirits of humans or other beings manufactured and destroyed by the elder things. Ghosts and wraiths are also described in *Call of Cthulhu, Sixth Edition* **Cth** / Ghosts appear in the *Bestiary* section of the *Savage Worlds* rulebook **Sav**.

FINAL RESTING PLACE

The investigator stumbles across the long-dead remains of another explorer, distorted and frozen, covered in a thick blanket of frost and snow and huddled against a rock as if trying to find shelter from the elements. At first glance, there

is something disturbingly familiar about the body. The investigator should make an Idea roll **Cth** / Smarts test **Sav**, with success bringing the realisation that the clothing, although old, appears to be very similar to the investigator’s own apparel. Failing the roll means that the investigator does not notice the resemblance. Searching the body reveals that the investigator’s own personal effects are mirrored in the unfortunate’s pockets. This provokes the horrific realisation that the investigator is witnessing their own final resting place, requiring a Sanity roll (1D3/1D10 SAN) **Cth** / a Horror test **Sav**. Personal effects can be taken from the corpse, but vanish once the investigator leaves the path.

ENEMY ACTION

In a seeming instant, the investigator has become separated from the rest of the group, and is temporarily lost. As the investigator looks around, footsteps echo from behind. The investigator has only a single round to act, and a successful Hide roll **Cth** / Stealth test **Sav** is required to stay out of sight, taking cover in the jagged terrain near the path. As the investigator watches, three German soldiers in black winter wear emerge from along the path, slowly walking in a defensive formation around a woman also in a military uniform. She seems to be sleepwalking, her eyes closed and her mouth moving slightly as she walks, and the men are doing everything they can to remain alert to any potential threats, including kicking rocks out of her path.

The soldiers are Black Sun SS *Fallschirmjäger*—elite parachute infantry, armed with StG44 assault rifles—and their charge is a Norn dreamer. They are currently on a routine patrol through the maze. Dreaming as she walks, the Norn is creating a field of personal reality around her that protects them all against the path’s psychic manifestations at a radius of almost 10 yards (9m). Attempting to follow them requires a successful Sneak roll **Cth** / Stealth test **Sav** each round. If the German soldiers become aware of their observer, they attempt to capture the investigator, returning to their camp for interrogation. They are far more interested in capturing an interloper than shooting them, so they make every effort to keep any trespassers alive for questioning.

If the investigator is captured, the other investigators may attempt Listen or Spot Hidden rolls **Cth** / Notice tests **Sav** each round to locate the missing investigator and captors in order to make a rescue attempt.

Fallschirmjäger and Norn are described, respectively, on pp.34–35 and p.95 of the KG.

FOLLOW THE YELLOW BRICK ROAD

The investigator is fortunate and has discovered the safe path charted by Black Sun. If the investigator makes a successful Luck roll **Cth** / the investigator should draw a card from the Action Deck; with the Luck Edge, the investigator draws two cards and acts on the best; with the Bad Luck Hindrance, he draws two cards and acts on the worst. If the card is of the red suit **Sav**, the path is located at its closest point and the

investigator may continue on the journey. If the Luck roll fails **C_{th}** / If the card is of the black suit **S_{av}**, the investigator has emerged onto the path at a completely different location, perhaps on one of the other islands. The Keeper should select an appropriate spot for this re-appearance. There, the investigator may have to contend with Black Sun's forces alone until reunited with the other investigators.

SOMETHING IN THE ICE

Whilst walking along the path, the investigator must take a short break, either from fatigue, to urinate, or to re-orient themselves. Whilst gazing at an icy rock wall alongside the path, the investigator becomes aware that a human-shaped form is buried within the ice. If a Spot Hidden roll **C_{th}** / Notice test **S_{av}** is successful, the investigator realises that though it is impossible to make out what is buried within, the figure is obviously staring at them, with an eerie sense that no matter where the investigator moves, the figure follows and continues staring. The investigator must make a Sanity roll (1/1D6 SAN) **C_{th}** / Nausea test with a -2 penalty **S_{av}** during this eerie experience.

CLUTCHING HOPE

The investigator comes across the shattered remains of a man, caught in a cleft in a brutal ridge of stone, held there at just above head-height. From the blood frozen onto the stones and the position of the corpse, it appears as if the man fell or was dropped from a great height, but there are no cliffs or high natural formations that he could have fallen from. Though his body is mangled and crushed, the look of horror in his eyes suggest that he was dead long before the jagged rocks did their worst. The man is wearing 1930s-era cold-weather clothing, and he bears the characteristic beard and shaggy mop of hair expected from a man who has spent months in the Antarctic. A successful Idea roll **C_{th}** / Smarts test **S_{av}** identifies him as likely having been a member of the ill-fated Starkweather-Moore Expedition, as all members of the earlier Pabodie Expedition were accounted for in Dyer's report.

A successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** reveals something metallic poking from inside his jacket. However, to reach it, the investigator must make a successful Climb roll **C_{th}** / Climbing test **S_{av}** to scramble onto the rocky ridge to be able to search the body. Examination reveals the metallic object to be a disk made of some unknown matte-grey metal, inscribed with elder thing lettering. A successful Elder Thing Lore roll **C_{th}** / Knowledge (Elder Thing Lore) test **S_{av}** lets the investigator decipher the glyphs as somehow relating to "reality" and "stabilisation." The artefact is, in fact, an elder thing device able to project a field of normalised reality around it for roughly two yards (or metres) radius from the centre. The bearer is thus allowed unhindered movement through the islands without being affected by the distorting effects of the location.

To activate the device, the wielder simply needs to hold the object and make a successful POW×3 roll **C_{th}** / Spirit test with a -2 penalty **S_{av}**. Once activated, it continues projecting the field until the user releases it. Unfortunately, the device has a draining effect on human physiology, and the user loses 1 Magic Point and 1 Hit Point **C_{th}** / gains a level of Fatigue **S_{av}** for every hour of normalised reality the thing creates. The investigator feels this as an incremental sense of fatigue and muscular soreness. With the device activated, the investigator can quickly relocate the rest of the group, and together they are able to move through the islands outside of the areas that Black Sun has magically "secured."

CRAZED SURVIVOR

Looming out of the mists comes a figure dressed in tattered rags and furs, with crazed, desperate eyes peering out from beneath matted and filthy long hair. He lunges at the investigators, almost colliding with them, as if his attention was on something behind him. Babbling to himself in German, repeating the words "Der Jäger... Der Jäger..." repeatedly, he seems almost surprised to encounter anyone else. If the investigators take a good look at the man, a successful Spot

Looming out of the mists comes a figure
dressed in tattered rags and furs,
with crazed, desperate eyes...

Hidden roll **C_{th}** / Notice test **S_{av}** reveals that the rags he wears were once part of a German military uniform and winter survival gear, though incredibly weathered and worn.

A successful Other Language (German) roll **C_{th}** / Knowledge (German) test **S_{av}** identifies the word the man repeats as "the hunter." An investigator who speaks German may make a skill roll in an attempt to communicate with him. The Psychology skill **C_{th}** / Knowledge (Psychology) skill **S_{av}** may be used to aid this communication. If the roll to communicate is unsuccessful, the man strikes out at the investigator, using a crude knife made from human bone (40%, 1D6+db damage **C_{th}** / Str+d4 damage **S_{av}**), then flees once again into the mist. He is not overly concerned about wounding or killing his victim: the attack is more a warning strike to allow him time to escape. The Keeper should use the write-up for the German Infantry Soldier on p.32 of the KG.

If the attempt at communication is successful, the investigator is able to glean a clue about the man's origin. One of the German soldiers sent to survey the island became lost in the maze and cannot find his way out. He found himself in this endlessly-shifting labyrinth and has survived for five years on his wits alone, keeping a running track of the days as they pass. However, any investigator listening further to his story should attempt an Idea roll **C_{th}** / Smarts test **S_{av}**. Success has the investigator realising that though the man

claims he has been lost in the maze for five years, he only went missing in the last few months, as his knowledge of wartime Europe is relatively up-to-date. He does not explain where he got the knife—the horrible reality being that he has been encountering fellow soldiers in his demented state and killing them, resorting to cannibalism for sustenance.

Alas, before the investigator can find out more from the survivor, the man's eyes go wide with horror as the source of his fear makes its entrance. Enticed from its terrible city Tindalos to this equally awful place, in a thick cloud of sickly smoke the “hunter”—a hound of Tindalos—pours forth, emerging from tortured angles, ready to consume both its original prey and his new companion. The investigator should make a Sanity roll (1D3/1D20 potential SAN loss) **Cth** / make a Terror test with a -2 penalty **Sav**, whilst the madman is beyond rationality and has no more SAN **Cth** / dementia **Sav** to lose.

Hounds of Tindalos are described on pp.165–166 of *Call of Cthulhu, Sixth Edition* and in the KG on pp.228–229. As mentioned on p.266 of this chapter, the creatures are also drawn to the *Blauer Kristall* in the Elder City. Investigators in possession of any of this crystal may potentially use it to their advantage.

THROUGH THE LOOKING GLASS

Energy leaking out from the portals have placed such stresses upon the islands that in places, the portals *themselves* have spread out into the surrounding area. The investigator is confronted by a jagged tear in space, radiating an unnerving grey light that bleaches the surroundings free of colour. The interior of this gash in reality is devoid of features, though the investigator may get a sense that something moves within its blank surface. Despite all attempts, even successful Spot Hidden or Listen rolls **Cth** / Notice tests **Sav** will not allow the investigator to detect what is on the other side. A successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** reveals that this dimensional rent is similar to those used by Mythos entities to travel between the planes of reality, though it is more stable than those created by sorcery. A successful Physics roll **Cth** / Knowledge (Physics) test **Sav** does not tell the investigator much, other than that the notion of a portal across time and/or space is patently in violation of all known laws of physics.

This is a portal to another world or even another time, leaking into this dimension. If the investigator chooses to pass into the tear in space (it is easily avoided), the Keeper might allow the investigator a brief respite from terror, some place far from the horrors in Antarctica. Where or when it leads to is entirely at the Keeper's discretion. Perhaps the investigator emerges in another safer and remote part of the globe, or the tear simply forms a pathway to another location in the Elder City. Destinations farther afield might be the Dreamlands (for the investigator's sake, hopefully not the Valley of the Black Sun), the Great Library of Celeano, the shore of Lake Hali in far Carcosa, Tindalos, or in the worst case, the Court of Azathoth!

If, understandably, the Keeper does not wish to divert the investigator so far from the tone and thrust of the mission in the Elder City, it is instead advised that the investigator be transported through time and space to a far more relevant juncture: emerging into the Elder City at the height of elder thing civilisation, or to the same exact place, but in the midst of the shoggoth uprising! Any of these potential visits has the chance for the loss of sanity and/or life itself. There are few safe places in the atlas of the Mythos.

If one of these latter choices is made, the Keeper should either have the rip in time remain stable long enough for the investigator to return before imminent death and insanity.

SHADOWS

The investigator hears a series of screams and roars from up ahead, a cacophony that can only be the sounds of battle. Reaching the scene, the investigator faces a curious sight; the sounds of conflict are emanating from the clearing directly ahead, but there is no battle here... only ice and rocks, thin ribbons of mist drifting lazily across the open space. The screams of dying men and the staccato of machinegun fire come from all around the investigator, but there is no sign of the source. Even a successful Listen roll **Cth** / Notice test **Sav** fails to pinpoint any precise source of the noises.

The investigator should then make a Spot Hidden roll **Cth** / Notice test **Sav**. Success means that the investigator notices a movement in the shadows cast by the investigator's light source (electric torch, lantern, etc.). Though only faint, the investigator can see the shadows of men holding weapons, surrounding something large and terrible to behold. Their shadows dance against the rocks in the light. The men are quickly dispatched by the horror, the sight of which sends the investigator reeling back in revulsion. After this, the shadow—the last thing standing—lunges suddenly at the investigator, engulfing the wan light from the flashlight. It gives off a low growl that seems to come from all around the investigator, and then all is quiet.

The investigator should make a Sanity roll or lose 1D4 SAN from the terrible vision. Success means no SAN is lost **Cth** / should make a Nausea test with a -2 penalty **Sav**.

GRAVITATIONAL ANOMALY

The investigator stumbles into an area of alien gravity, where the weird non-Euclidian nature of the area is manifest in defiance of conventional physics. The Keeper should roll 1D6:

1–3 — Gravity Falls: The investigator has suddenly entered an area of low gravity, and, disoriented, stumbles as a result. This motion hurls the investigator up and forward, arms barrelling wildly by instinct, attempting to regain control. The investigator must make a successful DEX×5 roll or suffer 1D3 Hit Points of damage **Cth** / a successful Agility test or gain a level of Fatigue from bumps and bruises **Sav** as the investigator collides with the jagged rocks, slamming into them from an awkward and painful angle. Once

stabilised, the investigator can carefully reach the edge of the area and continue onwards in search of the path and the rest of the group.

4–5 — Weight of the World: In the blink of an eye, the investigator is slammed to the ground by crushing gravity. The only way to escape is to crawl out of the affected zone, requiring a total of three successful resistance rolls of the investigator's own STR versus their SIZ **C_{th}** / requiring an accumulated total of three or more successes and/or raises in a Strength test **S_{av}**. One roll may be attempted each round, and regardless of success or failure, the investigator suffers 1 Hit Point in damage **C_{th}** / gains one level of Fatigue **S_{av}** from the punishing weight of the intense gravity.

6 — Up, Up, and Away!: Gravity is completely absent here, and the investigator is suddenly sent hurtling into the void above. The investigator can make a successful DEX×5 roll **C_{th}** / Agility test **S_{av}** to grab onto a rocky outcrop before it is too late, otherwise the investigator sails up and away from the island before moving beyond the area of effect and plummeting back to the ground, suffering 2D6 Hit Points of damage **C_{th}** / 3d6+3 damage **S_{av}** (halved if the investigator can make a successful Jump roll **C_{th}** / Agility test **S_{av}**). Should the investigator survive this fall, they have landed on the path itself, away from the unusual gravitational effects.

VERTIGO

The angles around the investigator shift suddenly, a violently altering reconfiguration of the surrounding environment, bending it into insane geometries. The ground ahead seems to drop, as if it might send the investigator plummeting into the depths below, formerly the horizon! If the investigator can make a successful Idea roll **C_{th}** / Smarts test **S_{av}**, it is possible to cling to the rocky surroundings without falling. If the Idea roll **C_{th}** / Smarts test **S_{av}** fails, the investigator is too surprised to move, bewildered by the shifting landscape, and tumbles down the terrain, taking 1D3 Hit Points of damage **C_{th}** / gaining one level of Fatigue **S_{av}**, until coming to an abrupt stop against a rocky ledge. The angles continue to bend and shift for another minute, and the investigator can do nothing but hold on until things shift back once again. Witnessing this bewildering realignment of basic geometrical reality means that investigator must make a successful SAN roll or lose 1D3 SAN **C_{th}** / must make a Nausea test **S_{av}**, but suffers no other ill effects.

Once reality has stabilised, the investigator may attempt another Idea roll **C_{th}** / Smarts test **S_{av}**, success allows them to find the relative safety of the path.

BROKEN STELA

Seeking a return to the path, the investigator discovers the cracked and battered remains of a Black Sun stela, still standing upright despite the damage wreaked upon it. These monoliths are described in more detail on p.302. This

particular stela was overwhelmed by the pressures of the islands and the Norn within could no longer hold back the torsion from the alien angles that beset her in her crystalline and metal cocoon. However, despite the immense damage the stela suffered, the Norn dreamer imprisoned within still lives, trapped to an even worse fate. Her mind is no longer a human one, her consciousness shredded by the unearthly psychic forces emanating from the Vault. Barely conscious, she pays little attention to anything occurring outside her prison, unless the investigator attempts some sort of physical contact with the stela.

Snapped back into consciousness by the investigator's touch, the Norn's mind convulses, unleashing a barrage of negative psychic energy, flooding the investigator's mind with images of every horror and depravity the Norn has ever witnessed or partaken in. The investigator must make a POW vs. POW resistance roll against POW 16 or suffer 1D6 Hit Points **C_{th}** / The investigator must succeed at an opposed Spirit test against the Norn or suffer 2d6 points **S_{av}** of physical damage from the effects of the concentrated blast of psychic horror. Furthermore, the investigator must make a Sanity roll or lose 1D3/1D10 SAN from exposure to this traumatic psychic contact **C_{th}** / must make a Horror test **S_{av}**. The Keeper should consult the description of the Black Sun Norn on p.95 of the KG, though the Norn's mind is gone, unable to cast spells or communicate by any means other than lashes of anguish.

After this final mental exertion, the Norn is spent, the spark of life trapped within her finally extinguished. At long last, she is free from this inhuman torture.

TEMPORAL ANOMALY

As they progress along the Path, the investigators notice that one of their number is missing—the one that wandered from the Path via an unlucky roll—but are uncertain how long this has been the case. After they get their bearings and decide their course of action, the Keeper should ask all of them to make a Spot Hidden roll **C_{th}** / Notice test **S_{av}**. If any are successful, they spy a body lying on its back, far up ahead on the Path. If none are successful, they nonetheless encounter the body as they progress forward.

Approaching, they find that it is the missing investigator, apparently unconscious, clothes in a tattered state, covered with dirt and grime, worn from years of hard use. A cursory examination reveals that the investigator is in terrible shape with a variety of minor injuries, contusions, and bruises, and suffering the early stages of starvation and dehydration. Personal hygiene seems to have been a luxury the investigator could not afford, based on their appearance. Hair is long, dreaded, and unkempt, and if the investigator is male, he has likely grown a thick and tangled beard. The investigator's Hit Points are at half their normal maximum (rounded up) **C_{th}** / the investigator has one Wound **S_{av}**, and any injuries the investigator may have suffered in the presence of the rest of the team have healed long ago, their scars faint but visible.

It seems as if the investigator has been gone for months or even years, not mere moments. All other investigators must make a Sanity roll with a potential 0/1D2 point SAN loss **Cth** / a Nausea test **Sav** upon making this realisation.

Cth Once brought round, the investigator is weak but coherent, and medical aid (successful First Aid and Medicine rolls) may return some or all of the lost Hit Points (allow 1D3 Hit Point recovery per successful skill roll, and each can be attempted once). However, the investigator has aged 1D10 years and may suffer the effects of additional aging (see *Call of Cthulhu, Sixth Edition*, pp.36–37).

Sav Once brought round, the investigator is weak but coherent, but only natural healing, described in *Savage Worlds*, is available for his recovery. The investigator has aged 1D10 years and, depending on his initial age and the Keeper's call, may have gained the Elderly Hindrance.

When conscious, the investigator has no memory whatsoever of anything that transpired prior to being found. The other investigators can only speculate as to how this happened and how their companion survived for so long. If the Keeper desires, the investigator may exhibit signs of what occurred during the missing time, such as strange scars, nightmares, unusual behaviours (potential insanities), or even unconsciously feral responses to normal stimuli.

DOPPELGÄNGER

The investigator rounds a corner in the rocky desolation, only to find another person—strangely familiar—walking on the path ahead. As the investigator decides what to do, the person turns and is revealed to be a *doppelgänger*, identical in appearance to the investigator! The *doppelgänger* matches eyes with the investigator, just as the sounds of the rest of the party begin to echo from the path ahead. The investigator's double utters an uncharacteristically evil chuckle and turns to run ahead, around the bend and out of sight.

Giving chase, the investigator quickly finds that the *doppelgänger* has disappeared into the maze of rocks. No amount of searching discovers the identical twin's whereabouts, and the sounds of the party ahead were apparently some sort of echo or trick of the environment, as they are also nowhere to be found. The Keeper is encouraged to string this encounter out, giving the investigator glimpses of this sinister double from time to time, just around the corner, or far ahead on the path. However, the investigator will never catch the *doppelgänger*, as it is little more than a mirage triggered by the investigator's already frayed nerves and the unnatural effects of the Vault.

Despite this, once the investigator has given up chasing shadows he is left with a nagging concern that he hasn't seen the last of the *doppelgänger*. The investigator must make a Sanity roll (0/1D3 SAN points) **Cth** / Nausea test **Sav** from the disquieting experience. The Keeper may also use this opportunity to hint to the other investigators that

there is something not quite right about the investigator who encountered the *doppelgänger*, playing on fears that the false twin is the one who actually re-joined them.

HUNTED

After wandering around alone for a short while, the investigator has finally determined the way back to the rest of the group. Suddenly, a bloodcurdling alien shriek shatters the quiet, rising up from somewhere behind the investigator. The unearthly cry is quickly accompanied by the sound of something huge crashing through the maze, bearing directly towards the investigator! There is not much time to think, as from the rapidly-incoming noise, its source is mere seconds away. The Keeper should ask the investigator to make an Idea roll **Cth** / Smarts test **Sav** in order to act, with failure meaning that the investigator is frozen in place when the horror presents itself. If the roll is a success, the investigator can ready a weapon, hide, or attempt some other defensive action.

The Keeper should roll 1D6 to determine what is making the noise, or select from one of the following:

1–4—The Sound and the Fury: Just as the investigator is braced, hidden, etc. and ready to face this new horror, the cacophony sweeps past and around, but has no other manifestation, nothing visible, tactile, olfactory, etc. Nothing but noise. There is little for the investigator to do but wait for the ghastly, horrible shrieking to pass by. A moment later, there is naught but the echo of its passing, and the investigator is alone.

5—Horror in the Ice: A wall of ice ahead shatters and the investigator is knocked reeling! From inside the ice, the terrible form of a flying polyp extracts itself, breaking free from its gelid prison, its writhing form crusted in ice and frost. Seeing the thing forces the investigator to make a Sanity roll (1D3/1D20 SAN points) **Cth** / a Horror test with a –2 penalty **Sav**, and the investigator has only 1D3 rounds to act before the polyp is free. If the investigator engages the many-eyed tentacled horror, it attacks. Otherwise it appears to launch itself at the investigator, but flies off, its passage erratic as it leaves the safe area around the path and is jostled by extraterrene geometries. Flying polyps are described on p.158 of *Call of Cthulhu, Sixth Edition* and on p.226 of the KG. A successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** reveals that the creatures waged a brief war with the elder things in the waning days of the Elder City, but were quickly rebuffed.

6—A Call to Arms: The sound passes, without nearing the investigator, and even with a successful Listen roll **Cth** / Notice test **Sav** the investigator is unable to determine from whence it came. However, though this apparent threat failed to realise, the sound alerts others to the investigator's location! The Keeper should roll an additional 1D6 at this time. On a roll of 1–3, it is the investigator's companions who have heard the noise. On a roll of 4–6, it is a patrol of four *Panzergranadiers* loyal to Black Sun. They

attempt to apprehend the investigator and return with him to the nearest camp. See p.310 for information about these soldiers.

FRAGMENTS

The investigator notices something unusually regular glinting amid the ice and rubble. Further investigation (a successful Spot Hidden roll **C_{th}** / Notice test **S_{av}**) reveals a number of fragments of some sort of metal, embedded in the ice, but if the roll fails, the investigator can still attempt to dig them out. It is relatively easy to break them free of the ice. Excavating the objects, they appear to be of a greyish, mottled metal that resembles that of the elder thing technology (if this has been encountered previously). With a successful Idea roll **C_{th}** / Smarts test **S_{av}**, the investigator should be able to piece them together into reveal a flat tablet engraved with the elder thing script. Once deciphered (a

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process that takes days and requires a successful Elder Thing Lore roll in place of Library Use **C_{th}** / Knowledge (Elder Thing Lore) test **S_{av}**), this tablet yields the knowledge to learn one spell of the Keeper's discretion, salvaged from the library of the elder things.

THE VOID

As the investigator wanders through the desolate terrain, looking for the path, it becomes more and more difficult to breathe. At first the investigator just assumes that the exertion of navigating this nightmarish maze has left them short of breath, but it quickly becomes apparent that the air has thinned or even vanished, and the investigator begins to panic involuntarily, gasping for air that is no longer there.

The investigator must make an Idea roll **C_{th}** / Smarts test **S_{av}** each round, trying to quell the natural panic response while choking for lack of air. If the roll is a success, the investigator can make a Navigate roll **C_{th}** / Knowledge (Navigation) test **S_{av}** to quickly stumble out of the affected area, reaching a spot where it is possible to breathe again, though suffering 1D3 Hit Points of damage **C_{th}** / one level of Fatigue **S_{av}** in the process. If the roll is unsuccessful, the investigator collapses to the ground, noticing that strewn across the earth are the bodies of German soldiers, faces drawn in the throes of asphyxia, clutching at throats and eyes wide in horror. The investigator suffers 1D3 Hit Points of damage **C_{th}** / one level of Fatigue **S_{av}**, lungs screaming with the pain of asphyxia, and he or she may do nothing else this round **C_{th}** / and becomes Shaken **S_{av}**. Additionally, a Sanity roll is required when faced with the horror of the situation (0/1D3 SAN point loss) **C_{th}** / a Nausea test **S_{av}**.

The investigator must attempt an Idea roll **C_{th}** / Smarts test **S_{av}** again next round, until successful and free from the atmospheric void.

DEGENERATE ELDER THING

Hundreds of thousands of years ago, the elder things in their city within the sunless, Stygian sea dispatched one of their numbers to investigate the state of the Elder City, and to assay the current state of the world since their reclusion. Unfortunately, whilst investigating the area surrounding the library, the elder thing envoy was trapped by the ever-changing angles and loops of time and space. It has roamed the maze ever since, unable to escape, its mind slowly degenerating into madness and a state of frenzy.

When encountered, the wretched thing's body convulses and it begins to glide towards the investigator, its branching arm tendrils snaking forward, and its high piping whistle echoing across the desolate, warping terrain. It cannot be reasoned with or communicated with, even with a successful Elder Thing Lore roll **C_{th}** / Knowledge (Elder Thing Lore) test **S_{av}**, and must either be avoided (fleeing, followed by a successful Hide and/or Sneak roll **C_{th}** / Stealth test **S_{av}**) or dealt with violently.

Elder things are described on pp.156–157 of *Call of Cthulhu, Sixth Edition*, and on pp.225–226 of the KG.

THE VAULT

Somehow the obscene angles and warped geometries of this place have worked in the investigator's favour and have taken him directly to the avenue of statues approaching *Das Grabgewölbe* ("The Vault") itself (see p.325).

SÜDENINSEL ("SOUTH ISLAND")

At half a mile (800m) in width, *Südeninsel* is the smallest and lowest of the three islands, if any position can truly be assigned amid the warped geometry of the region. It hangs some 40 feet (12m) above the level of the adjacent plateau, its surface slanting forward at a 30-degree angle. Despite this, the gravity is localised, as it is on the other islands, so once on the island the only sign of this off-kilter aspect is the presence of other objects on the horizon. The German engineers have rigged a large winch station at the southern edge of the island, connecting it via open cable-car to the plateau below, all under the watchful guard of two gun emplacements. The winch and cable car can only be operated from the winch station at *Neu Aachen*, described below.

Neu Aachen

The camp called *Neu Aachen* is little more than a raised steel platform containing the control circuits for the winch, its entire purpose to house the guards for the winch station and

to facilitate the unloading and storage of equipment prior to its onward journey towards the other camps. Focused around a single stela, the camp consists of two small Quonset huts used by the men guarding the winch station, and a hangar filled with supply boxes and a fork-lift truck.

In addition to the six men stationed at the winch station, *Neu Aachen* maintains a force of ten SS *Panzergranadiers* under the command of an overzealous SS- *Obersturmführer*, a brutal and capable man named Heinrich Schwann. This officer is keen to ingratiate himself with Black Sun, and is unaware that Griess and her masters back in Germany have already written the *Reich* off as an acceptable loss in their grander campaign. If Swann is made aware that they are swaying in their devotion to the cause, he may attempt to take action against Black Sun, and even his commanding officer, whom he views as less zealous than is appropriate.

The cable car itself is a square, metal platform, 15 feet (5m) along each side, with removable railings around all four sides. Two massive steel arms connect it to the heavy steel cables above. Discounting the disorientating effect of riding it between differing geometries, the cable car provides a surprisingly smooth journey. It is a sturdy and reliable piece of machinery and has been kept in excellent repair by the German engineers.

Fixed to the sturdy steel and concrete anchor on the plateau is a field telephone, used to alert the winch station to begin operations. The journey takes six rounds to complete and has a disorientating effect as the platform shifts from one geometry to another. Investigators using this or any of the other winch platforms must make a POW×3 roll **Cth** / an Agility test with a -2 penalty **Sav** to avoid being disorientated for 1D10 rounds (all actions are increased to *Difficult Cth* / all actions receive a -2 penalty **Sav** until the disorientation wears off).

The platform is watched by the two gun emplacements for its entire journey. If the investigators are dressed in Allied uniforms or do not appear to be German, the gun emplacements open fire as soon as they are within range on the plateau below and the soldiers raise the alarm across all three islands. If the investigators can disguise themselves as German troops and use the radio to request the platform be activated, they may approach without danger. However, during rounds five and six of their journey, the Keeper should give each of the soldiers at the gun emplacements *Difficult* Spot Hidden roll **Cth** / Notice test with a -2 penalty **Sav** (one per turn) to detect that something is not right with the men on the platform. Inevitably, they open fire if they think something is amiss. See p.303 for a description of the gun emplacements.

Beyond the camp, the Germans have cleared a path through the least twisted parts of the island and reinforced it with stelae to create a course winding through to Winch II on the northern edge of the island. As with Winch I, the lower anchor is fitted with a field telephone used to request activation of the platform.

Despite the dangers faced by his men, *Obersturmführer* Swann insists upon regular patrols of the path. These patrols are maintained every hour and each consists of two SS *Panzergranadiers* who walk the path between *Neu Aachen* and Winch II. These men do not relish the task and stick to the centre of the path: with its dampening effect, the centre is clearly the safest place to walk. If engaged, rather than fighting, the *Panzergranadiers* attempt to retreat along the path towards the closest location where they can find reinforcements (Winch II or *Neu Aachen*).

SS PANZERGRNADIER

Cth

STR 14 DEX 14 INT 11 CON 16
SIZ 13 APP 12 POW 10 EDU 11
SAN 40 Hit Points: 15

Damage Bonus: +1D4.

Language Skills: German (Own) 55%.

Weapons: StG 44 Rifle 45%, damage 2D6+2, atts 1 or burst, base range 90 yds.

StG24 Stick Grenade 45%, damage 5D6/2 yds, base range 36 yds.

SS Dagger 45%, damage 1D4+db.

Skills: Artillery 30%, Climb 55%, Close Combat 45%, Dodge 40%, Drive Automobile 35%, Fieldcraft 45%, First Aid 45%, Heavy Weapons 40%, Listen 70%, Navigate 25%, Spot Hidden 60%, Throw 45%, Track 10%.

Sav

Use the stats from p.33 of the KG, adding the Knowledge (Navigation) skill at d4. The *Panzergranadier* has the following weapons: SG 44 Assault Rifle (24/48/96, 2d8-1, RoF 3, Shots 30, AP 2, Auto), Stg24 Stick Grenade (5/10/20, 3d6-2, MBT), SS Dagger (Str+d4)

SS PANZERGRNADIER OBERSTURMFÜHRER

Cth

STR 12 DEX 13 INT 14 CON 13
SIZ 12 APP 12 POW 13 EDU 14
SAN 55 Hit Points: 13

Damage Bonus: none.

Language Skills: German (Own) 70%.

Weapons: MP38 Machine Pistol 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Luger P08 7.65mm Pistol, 50%, damage 1D8, base range 15 yds.

SS Dagger 35%, damage 1D4+db.

Skills: Climb 30%, Close Combat 35%, Command 50%, Dodge 55%, Drive Automobile 30%, Fieldcraft 35%, First Aid 65%, Listen 40%, Spot Hidden 60%, Tactics 45%, Throw 55%.



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Driving d6, Fighting d6, Healing d6, Notice d6, Repair d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges: Command.

Gear: MP38 *Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), P08 *Luger Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto), SS *Dagger* (Str+d4).

NORDENINSEL ("NORTH ISLAND")

The massive bulk of the second island dwarfs its companions, a huge mass of rock and ice over a mile (1.6 km) in width, rising above the first island at an angle of almost sixty degrees. However, as with the other islands, to those walking on it, it still appears and feels level. Deep fissures pierce its surface and edges, caused by the rock's closer proximity to the Vault itself. Despite being wholly detached from its source, a freezing torrent of icy water pours from the underside of the island, falling down behind the surface into the nothingness below (see *The Falls* on p.301).

Black Sun has made this island the focus of their operations. Whilst the rock is still subjected to the extreme gravitational and reality-warping stresses of the Vault, it is distant enough to provide the Nazis with a stable base of operations. Two winch stations provide access to the other two islands, both defying gravity and logic in their trajectories as they cross geometric boundaries. Both stations are identical to Winch I, though each station is only guarded by a single gun emplacement.

Neu Berlin

Neu Berlin is the main base of operations for Vault exploration and is subsequently the largest of the four Black Sun camps. Pioneers have dug a series of trenches, six feet wide and six feet (2m by 2m) deep around the perimeter, guarded by three gun emplacements. The trenches are regularly patrolled by squads of two SS *Panzergrenadiers* (see p.310).

To further protect the base, a minefield has been laid around much of the northern perimeter in a partial ring roughly 60 feet (18m) wide. Investigators approaching from the falls are forced to spend three rounds crossing the minefield, and must make a successful *Difficult* Spot Hidden roll **C_{th}** / Notice test with a -2 penalty **S_{av}** each round spent in the minefield to avoid triggering one. Failure means the investigator has stepped on a mine and must make a Luck roll **C_{th}** / Agility test **S_{av}** to avoid detonating the device, causing 2D6 damage **C_{th}** / 3d6 damage **S_{av}**. If the Luck roll

C_{th} / Agility **S_{av}** is successful, the investigator manages to realise the predicament and stands perfectly still. The mine, though triggered, will not detonate until the pressure is removed. A successful Combat Engineering or Demolitions roll **C_{th}** / Knowledge (Demolitions) test **S_{av}** by a different investigator is required to successfully disarm a mine. Fortunately, mines are not placed that closely together, and the investigator disarming the mine needs only make one successful Spot Hidden roll **C_{th}** / Notice test **S_{av}** to reach the side of the endangered investigator.

The camp itself is comprised of seven large prefabricated buildings and a group of smaller tents, built around two large domed, steel structures. All of these fall within the protective field of three Black Sun stelae, arranged around the camp's perimeter.

The gun emplacements are permanently manned by two SS *Panzergrenadiers* apiece, and even while off-duty, the men in the camp tend to keep their weapons and cold-weather gear handy in case of emergency. The atmosphere among the SS here is one of nervous anxiety and tension, tempered by the manic zeal and fear of the Black Sun officers that direct the camp's operations.

SS-STURMBANNFÜHRER MATILDA GRIESS, MASTER OF THE BLACK SUN

The camp is the headquarters of SS-*Sturmabführer* Matilda Griess, a shrewd and calculating Master of the Black Sun. Though she appears to be a fanatic, even more so when dealing with Fuchs or the higher-ranking Black Sun officers, Griess is well aware that the Third Reich is a lost cause, and does not think much of Hitler or his cronies, believing that they have run Germany into the ground with their hubris and their over-ambition. Even rarer among the zealots of Black Sun, Griess is also of the opinion that her own faction is likely on the losing side, and as such, she has made her own plans for survival after the war. She has no desire to meet her end in the frozen wastes of Antarctica, and believes that the portals within the Vault may provide her with an escape route, past the Allies and past any of her own compatriots who might hold her accountable should Black Sun fail here. There is no place on Earth, she knows, where she can hide from Weissler should he wish to exact his vengeance upon her.

However, the unstable and unpredictable nature of the Vault has so far foiled her plans. Griess seeks a gate back into the past, a place where she can find refuge in the dim mists of history, or in some future beyond the reach of Black Sun, and she is sacrificing the lives of her remaining SS and Black Sun forces in repeated attempts to find such an escape. Countless men have already been lost altogether within the Vault, and those that have returned can no longer charitably be described as men.

And so, whilst Griess is totally ruthless and without any sense of compassion, this presents opportunities for captured investigators. A shrewd and pragmatic woman, Griess

New Mythos Tome: The Archaean Quarto

THE ARCHAean QUARTO—*in Latin, author or translator unknown, date estimated at around 1400 AD.*

While the original source is unknown, and Griess' copy in Antarctica is a hand-crafted copy of Weissler's own copy, the transcription appears to have been performed with a fairly rigorous bent towards scholarly accuracy, specifically delineating problems or gaps in the source text, as well as damaged or missing sections. The work, claiming to be based on a translation of earlier Gnostic texts, describes a demiurge known as Ialdabaoth and ascribes to it immense powers over heaven and earth. The prophecies contained in the text claim that the entire world is kept in fixed forms by Ialdabaoth's eternally dreaming state. It sleeps beneath a mountain at the foot of the world, and should it rise from this aeons-old dream, all the world will expire and be replaced by the waking world that fills the demiurge's thoughts. The quarto mentions that Ialdabaoth is tended to by a race of thick-bodied, chimerical, five-limbed, five-winged angels with five-pointed stars radiant about their heads, and the strangely baroque designs depicted surrounding the sleeping god are more reminiscent of machinery (albeit alien in nature) than the oft-ornate borders common to such illustrations.

Cth

Elder Sign.

Sav

See p.344 for more information about Ialdabaoth.

Sanity loss 1/1D4; Cthulhu Mythos +2 percentiles; average one week to study and comprehend. **Spells:** Contact Elder Thing.

Language: Latin (–1). 2 successful rolls needed to read the book. **Spells:** contact elder thing, elder sign.

is privately making plans for her own departure from the Black Sun's great project and readily cuts a deal if in her favour. Rather than interrogation, torture, or execution (or all three, in that order), her captives will be presented with a choice: enter and explore one portal in the Vault, and if you return... you live.

Her Black Sun cohorts, however, believe they are searching for fragments of the library itself, and have no idea of her intended duplicity. Once Griess discovers a suitable portal, she intends to pass through it into some prior era in Earth's history, where she can utilise a small fortune in gems and her own innate skills to flourish. To cover her tracks, she plans on triggering a remote explosive device concealed beneath the floor in the Focal Chamber (see p.317).

Despite these misgivings and her own contingency plan, Griess remains visibly steadfast and loyal to the cause, and does not tip her hand in either direction if it risks her

future. Should one of her superiors from Black Sun arrive in the Elder City, she behaves with the appropriate level of expected fervour and enthusiasm, and if given enough reason to think that Black Sun's plan to awaken the God in the Mountain might actually work, she undergoes an internal revelation, accepting and revelling in the dark glory that is the Black Sun ascendant. It is a dangerous game she is playing, one that could blow up in her face if fortune favours the side she is not currently aligned with.

Griess is usually flanked by two *die Toten* guards when walking around the camp itself. They are stationed outside her quarters when she is inside, and she only fraternises with her three most loyal Black Sun Novices. They are unaware that she has been subtly playing them off one another, building intense attachment and rivalry between them. Should she make her escape attempt, she plans on taking one of them with her as a companion and servant, but has not yet settled on which.

Appearance: Griess is of average height and build and some consider her attractive, though her piercing grey eyes and cold demeanour, a pitiless gaze emitting from a pale brow crested with a tumble of raven-black curls, lends her presence a cold and insular air. She wears an all-black Nazi uniform adorned with the emblem of the Black Sun, a heavy black leather coat, black leather gloves, and she carries a Black Sun Degen at her hip at all times, frequently drawing it to toy with the blade, almost playfully.

Cth

STR 11 DEX 14 INT 17 CON 12
SIZ 10 APP 13 POW 19 EDU 14
SAN n/a Hit Points: 11

Damage Bonus: none.

Weapons: Walther PPK 54%, damage 1D8, atts 3, base range 10 yds.

MP38 Machine Pistol 55%, damage 1D10, atts 2 or burst, base range: 30 yds.

Black Sun Degen (Sword) 70%, damage 1D8+2, atts 1, base range: touch. See p.144 of the KG for details.

Skills: Archaeology 72%, Dodge 45%, Cthulhu Mythos 20%, Dream Lore 45%, Dreaming 40%, Elder Thing Lore 30%, First Aid 45%, Institutional Lore (Black Sun) 30%, Listen 50%, Occult 60%, Spot Hidden 55%, Survival 30%.

Spells: Blessing of the Black Sun, Cloud Memory, Consume Likeness, Deflect Harm, Elder Sign, Leech Essence, Reach, Summon/Bind Byakhee, Summon Bloodborn, Summon Halja, Shrivelling. Griess has on her possession a small elder thing crystal (see p.320) that has been fashioned into the hilt of her Degen.



Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6.

Skills: Dreaming d6, Fighting d8, Intimidation d8, Healing d6, Knowledge (Archaeology) d8, Knowledge (Elder Thing Lore) d6, Knowledge (History) d10, Knowledge (Mythos) d4, Knowledge (Occult) d8, Notice d6, Shooting d6, Taunt d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** Insane.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: Command, Dodge, Killer Instinct, Strong Willed.

Gear: *Black Sun Degen* (see below), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Black Sun Degen:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** If a Master draws blood with his sabre he may attempt an opposed Vigor roll against the target. If successful, any wounds he may have are healed on a 1-1 basis. If he has no wounds, or his foe is only Shaken, then he gains the Hardy Special Ability (see *Savage Worlds*). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Masters are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from Wounds. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Masters can cast *blessing of the Black Sun*, *cloud memory*, *consume likeness*, *deflect harm*, *elder sign*, *leech essence*, *reach*, *summon/bind byakhee*, *summon bloodborn*, *summon halja*, *shrivelling*. Griess has on her possession a small elder thing crystal (see p.320) that has been fashioned into the hilt of her Degen.

DIE TOTEN, BLACK SUN ELITE GUARD



STR 28	DEX 18	INT 15	CON 24
SIZ 16	APP n/a	POW 15	EDU n/a
SAN n/a	Hit Points: 20		

Damage Bonus: +2D6; **Move:** 12.

Weapons: *Black Steel Claws* 80%, damage 1d8+2+db, attackss 2.

Skills: Climb 60%, Dodge 50%, Jump 60%, Listen 40%, Martial Arts 60%, Sneak 45%, Spot Hidden 60%, Throw 60%, Track 40%.

Armour: 6 points of steel encasing their heads, 4 points of armour provided by thick uniforms.

Sanity Loss: 0/1D6 points the first time *die Toten* are encountered.

Die Toten are described in detail on p.96 of the KG.



Stats for *die Toten* are found on pp.96-97 of the KG.

HEADQUARTERS

Guarded by Griess' *die Toten* bodyguards when she is inside, the Headquarters building is a relatively simple affair, consisting of a single office, dominated by a large table in the centre of the room. Upon it is a map showing the three islands, the surrounding abyssal cliff-side, as well as all of the various German positions. Notable is the diagramming of Black Sun's exploration of the Vault thus far. Looking at the map, it is clear that Griess and her cronies have explored only a small fraction of the Vault's many chambers.

As for the rest of the office, there is little more than Griess' desk, a surprisingly comfortable high-backed leather chair, and flagpoles sporting Nazi and Black Sun banners (displayed with equal prominence). Due to the relative difficulty bringing furniture into the Elder City, there are few of the amenities one might find in the office of an equivalent-ranked officer: this parsimony is demonstrated by stacked wooden crates serving as temporary file cabinets, and another as a case for liquor. Bookshelves have been fashioned out of crates, their shelves containing various military manuals, personnel records, maps of the overall German war effort, neatly-stacked files containing memos and conventional paperwork, geological surveys of the area, and a few manuals regarding cold-weather survival.

Investigators searching the place thoroughly note that Griess' desk is locked, requiring a successful Locksmith roll **Cth** / Lockpicking test **Sav** to open, or the desk drawer can be forced. A resistance roll of the investigator's STR vs. STR 14 does the trick **Cth** / A roll to force the drawer must beat an Object Toughness of 8 **Sav**, though success damages the drawer, making it obvious that it has been forced open. Inside is the most valuable item amongst Griess' possessions: her hand-copied edition of the cryptic manuscript known only as *The Archaean Quarto*. It is kept in a locked metal case slightly larger than the volume itself, along with several loose sheets containing Griess' notes and extrapolations about the text. This work, recovered from its hiding place beneath the floorboards in the residence of an alchemist from Prague, apparently hidden during the reign of King Wenceslas IV. The Exarch of Black Sun, Rudolf Weissler, gave the manuscript to Griess upon her departure to *Neuschwabenland*, instructing her to

devote herself to unlocking the revelations contained therein. A successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** reveals to the investigator that this is an incredibly obscure tome, thought long-since lost and destroyed.

See New Mythos Tome: The Archaean Quarto on p.312 for more information on this cryptic volume.

BLACK SUN NOVICES (3)

Three bright young Novices attend to Griess, serving her in managerial and logistical roles. They spend their time updating reports and maps for her review, whilst directing the SS *Panzer Grenadiers* assigned to the lethal task of exploring the Vault. These three men, handpicked by Griess for loyalty, are far more fanatical than those working in the laboratories. Armed with pistols and MP38 machine pistols, each Novice defends the headquarters against enemy attacks, readily putting themselves in harm's way if Griess is endangered. They are unaware of the existence of her copy of *The Archaean Quarto*.

Cth	STR 11	DEX 11	INT 14	CON 13
	SIZ 12	APP 11	POW 13	EDU 15
	SAN 35	Hit Points: 13		

Damage Bonus: none.

Weapons: *Luger P08 Pistol* 40%, damage 1D10, atts 2, base range 20 yds.

MP38 Machine Pistol 40%, damage 1D10, atts 2 or burst, base range: 30 yds.

Skills: Archaeology 55%, Cthulhu Mythos 10%, First Aid 40%, Listen 50%, Spot Hidden 45%.

Spells: none.

Black Sun Novices are described more detail on p.94 of the KG.

Sav Stats for Black Sun Novices are on p.94 of the KG. These novices are also armed with a *MP38 Machine Pistol* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

GRIESS' QUARTERS

Griess' private quarters are Spartan and uncluttered, with the exception of her desk—a chaotic mess of books and papers, among which are transcripts of accounts given by the survivors of various Antarctic expeditions, such as those mounted by Miskatonic University, Starkweather-Moore, the Ritscher Expedition, and others lesser-known. Beside the desk is a leather satchel containing a few possessions Griess believes may be useful in her new life; a few personal mementoes, an Elder Sign, and three pouches. In each of these are at least 100 grams of diamonds, cut and uncut, or roughly 500 carats of high grade diamonds apiece. A successful Geology or Credit Rating roll **Cth** / Knowledge (Geology), or Common

Knowledge (-2) test **Sav** by an investigator reveals that with this small fortune, one could happily retire for life.

The other object in the satchel is a remote detonator. A successful Demolitions skill roll **Cth** / Knowledge (Demolitions) test **Sav** identifies it as a short-range detonator with a maximum range of three miles (4.8km). There is no indication as to what the detonator might trigger when activated. Unbeknownst to the investigators, activating the detonator triggers explosives set within the Focal Chamber (p.317), causing its utter destruction.

Griess spends much of her time in the Headquarters building, only returning to her personal quarters to meditate on her work or to rest.

LABORATORY

Any artefacts recovered from the Vault during the exploration process that show particular promise are brought to these laboratories for closer inspection under the care of two Black Sun Novices (pp.94-95 of the KG). Neither of these men has any idea of Griess' true intentions, and are delighted in the finds the traumatised soldiers are bringing to them. Both are true academics and capitulate instantly to any physical intimidation. The lab itself is a mess of papers and books on benches along three walls, whilst in the centre of the room stands a larger table again covered in paperwork and exhibiting several elder thing devices currently under study by the Black Sun scientists.

From his limited understanding
of the portals, he suspects that
they might offer a way out of this
nightmare for him and his men...

Artefacts of the elder things displayed here include the following: several shattered and empty elder thing crystals (see p.176 of *Call of Cthulhu, Sixth Edition* **Cth** / these Elder thing crystals store dice increases of Knowledge (Mythos) for one-time temporary use. A caster with access to a crystal can increase his Knowledge (Mythos) die for up to the number of dice increases stored in the crystal before rolling to cast a spell. The dice increases used from the crystal are permanently lost. If unsure about the number of Knowledge (Mythos) dice increases stored in a typical crystal, assume two **Sav**.), three elder thing staffs (two broken and one intact (see p.184 of the KG)), and in a securely locked iron box, a tainted crystal of the elder things (see p.187 of the KG). Several loose panels of stone have been prised from elder thing ruins, and a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** identifies the markings as identical to those from the *Pnakotic Manuscripts*. The Keeper may wish to add additional artefacts from those described in Elder Thing Artefacts on p.319.

Finally, a large wooden tray contains several dozen star-shaped pieces of a mineral like soapstone, some broken and crumbling, some polished smooth. Most are inscribed with the curious script of the elder things, a series of dots in different configurations. A successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** identifies these items as a means of knowledge storage, with some slight ritual significance. The items are not overtly magical and do not have any other qualities. They are described on p.319 in the section on elder thing artefacts.

WORKSHOP

Due to the extra stresses being put on all the equipment here, the workshop is in regular use, containing an array of hand tools and mechanical tools for wood- and metal-working, along with spare parts for vehicles, generators, and other machines. Several storage racks are covered with broken equipment, either in the process of being repaired or well-beyond mending. Two particularly disgruntled SS Pioneer Infantry soldiers work here, both now wishing they had gone to the Eastern Front instead of this icy wasteland. Pioneer Infantry are described on pp.33–34 of the KG.

STORAGE

Ordinarily this building is unguarded, though locked, and holds the majority of the camp's stores of food and exploration equipment. Investigators may equip themselves with any items the Keeper feels are likely to be of use at the camp, such as climbing equipment, survey gear, scaffolds, tools, etc., as well as enough dried and tinned goods to withstand a months-long siege.

BARRACKS

Overlooking the southern approach into the camp, the barracks is the main store for weapons and ammunition, as well as the only refuge the *Panzergranadiers* have from both the elements and their Black Sun leaders. The barracks can sleep at least 60 men at any given time, and the armoury contains a variety of German weapons, uniforms, and basic equipment. Collapsible canvas cots and lightweight folding footstools are the primary furnishings here, illuminated by sparse lighting strung from the rafters. Four light desks provide a space for writing, and one has been apparently reserved for the commanding officer, but there is little there to indicate anything about the base's purpose. The *Panzergranadiers* are described on p.310 of this chapter.

If the investigators can somehow gain access to this arsenal, they find, at their fingertips, almost any weapon described on pp.140–153 of the KG, including combat knives, grenades, handguns, rifles, submachine guns, machine pistols, and ammunition aplenty. Due to the relatively high suicide rate, the commanding officer has ordered most weapons be secured when not in use, though this merely means that they are stored in lockers and placed on racks in the unlocked armoury, rather than loose about the camp.

The commanding officer of the *Panzergranadiers* is SS-*Hauptsturmführer* Arno Fuchs, a veteran soldier though not particularly politically-inclined, hence his relatively modest rank. Rather than out of some allegiance to Black Sun, Fuchs and his men are here by chance and sheer bad luck. Falling back through the Paderborn area of Germany with the US 3rd Armoured Division bearing down on them, Fuchs' unit fell back to Wewelsburg Castle. They were made part of the exodus of Black Sun to the Antarctic, emerging through the gate at Ritscher Station and eventually being assigned to the Elder City detachment.

Fuchs has little sympathy for Black Sun, though he realises what the consequences of a failed rebellion against them would be, having seen prior attempts at insurrection within the Third Reich. From his limited understanding of the portals, he suspects that they might offer a way out of this nightmare for him and his men, but for now he can only continue in his duties, mourning the loss of each man who fails to return. Fuchs' men, however loyal to him in times past, are wavering in their devotion to the Third Reich itself, and some are throwing their lot in with Griess and Black Sun, creating dissension within their own ranks. Some of these who have crossed over are playing a dangerous game, however, providing information to Fuchs about what is happening behind the curtain of Black Sun's secrecy, giving their former commander a glimpse at what Griess is up to.

Fuchs spends his time either in the barracks or patrolling the base with his sergeant, talking to his men and trying (without much luck) to keep morale up, and to make sure they are still disciplined enough for combat.

SS-HAUPTSTURMFÜHRER ARNO FUCHS, LEADER OF THE SS-PANZERGRENADIERS

A grizzled and war-weary veteran of Germany's lightning campaigns through Europe and the Soviet Union, years of fighting have taken their toll on Fuchs. Numerous scars and old wounds remind him of every battle, an aching, living record of his military achievements. He keeps his head shaved, with only a dusting of grey stubble on his crown and face. Straight-talking almost to the point of being brutal, Fuchs cares little for Black Sun's great project, his only concern being the safety of his men. He feels responsible to for bringing them to this nightmarish land, and seeks a means of getting them back to Germany and out from under the influence of Griess and Black Sun's madness.

Cth	STR 16	DEX 15	INT 12	CON 14
	SIZ 14	APP 10	POW 13	EDU 10
	SAN 46	Hit Points: 14		

Damage Bonus: +1D4.

Weapons: StG 44 Rifle 56%, damage 2D6+2, atts 1 or burst base range 90 yds.

Walther PPK 64%, damage 1D8, atts 3, base range 10 yds.

Skills: Artillery 45%, Climb 60%, Close Combat 55%, Dodge 45%, Drive Auto 55%, Fieldcraft 55%, First Aid 52%, Heavy Weapons 46%, Listen 70%, Spot Hidden 50%, Throw 56%, Track 34%.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10.

Skills: Climbing d8, Driving d6, Fighting d8, Healing d6, Notice d6, Repair d6, Shooting d6, Stealth d6, Tracking d4.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Edges: Command.

Gear: Walther PPK Pistol (10/20/40, 2d6-1, Shots 7, Semi-Auto), StG 44 Assault Rifle (24/48/96, 2d8-1, RoF 3, Shots 30, AP 2, Auto).

RADIO ROOM

Normally manned by a single radio operator, working alone and in shifts with three others, the radio has a powerful transmitter than can communicate with Black Sun's other facilities in Antarctica, as well as the other German bases. Depending on events in the Allied assault on the South Polar Region, the radio may have become less important, or even more vital—the last means by which the Nazis can coordinate their surviving forces throughout the region. However, if the investigators can overcome the operator, they can use the radio to communicate with other Allied forces in the region and possibly even the South Atlantic. The radio operator is identical to the Technician described on p.108.

MEDICAL TENTS

Expeditions into the Vault generally result in fatalities and madness, not injuries, so the camp's doctor, SS-*Hauptsturmführer* Christoph Voigt, has much time and little to do with it. Prone to anxiety, Voigt is particularly susceptible to the *wrongness* of this place, and in his attempts to numb himself to the world around him, he has inadvertently developed an addiction to surgical morphine. Investigators most likely encounter him asleep on a cot in one of the mostly-empty medical tents, inevitably dreaming in a morphine-fuelled stupor. Due to his impaired state he is a prime candidate for a casual interrogation, and assumes that the investigators are fellow Germans, despite their appearance and language. Whilst Voigt does not know Griess' true agenda, he readily tells the investigators what Black Sun is doing on the islands, as he does not recall any reason for secrecy.

One of the tents, however, is the makeshift sanatorium for the German soldiers who attempted to enter the Vaults and failed, or those who succeeded and returned, but did so with their sanity in tatters. Because the camp lacks a proper facility to care for these poor souls, and having them raving and lunatic would be incredibly bad for the already-poor

morale, Voigt has been ordered to keep them sedated and insensate, unable to cause any trouble. When a subject is required for one of Black Sun's diabolical experiments, they have one of these stupor-induced sleepers transferred to the desired location, usually at night when few are able to witness the activity. Currently, eight men lie asleep in this tent, their minds shattered by their experiences in the Vault. Voigt and another medic care for them, keeping them rotated to avoid bed-sores and wiping them clean of drool. There is little hope for these men's survival, and if not for their use as test subjects, Griess would have long since ordered them quietly euthanized, out of sight of their fellow soldiers.

The other medical tents are well-stocked with medical supplies, and can be used to resupply and carry out first aid. Though a morphine addict, Voigt is a competent doctor with a Medicine skill of 78% **Cth** / Healing skill of d10 **Sav**. If he can be roused to attend to an injured investigator, he treats them without any attempt at harm. If stats become necessary, Voigt is equivalent to the Scientist presented on p.108.

RADAR DOME

The smaller of the two domes contains a portable radar dish and control mechanism. A design stolen by Black Sun from their rivals in *Nachtwölfe*, the radar is particularly advanced, allowing it to be used for ground scanning. Black Sun has been using this device in their attempts to map the Elder City. A successful Radio Operator roll **Cth** / Knowledge (Radio) test **Sav** allows the investigators to use the radar to view a very rough interpretation of the city. Though the imaging provided is not very detailed, it does offer a glimpse at the topography and general configuration of the city, including major landmarks. This provides any investigators who look at the radar imaging a +20% bonus to all future Navigation rolls **Cth** / a +1 bonus to all future Knowledge (Navigation) tests **Sav** concerning the city, due to a greater understanding of its layout.

The radar dome is usually manned by a single operator and one *Panzergranadier* guard. The radar operator is equivalent to a Technician from p.108, and a write-up of the *Panzergranadier* is on p.310 of this chapter.

BARRACKS TENTS

The living quarters for the SS soldiers, these three rows of thick hide tents are strewn with rubbish, showing that morale and discipline is starting to fail here. Men who are not on duty tend to stay close to the tents and their meagre fires, playing cards, drinking, sleeping, or simply sitting morosely—anything to while away the long hours in this colourless world of antediluvian horror. They will not venture elsewhere unless the general alarm is called. There are at least twenty men here at any given time, in varying stages of readiness, and few have their weapons with them. Germans stationed here are *Panzergranadiers* (p.310), Infantry Soldiers, Pioneer Infantry, or *Gebirgsjäger*, all described on pp.32–36 of the KG.

DOG KENNELS

The Germans came in dog sleds during some of the earlier explorations of the Elder City, before establishing *Luftflotte Antarktika*, which enabled them to switch to aircraft for most supply and personnel transportation. As the trip to the Elder City was inevitably one-way, the sled dogs accumulated from prior trips were penned here. There was no point in using them as guard dogs, as they could not survive outside for long without shelter, so they were simply left in makeshift kennels. Without much to use them for, Black Sun turned to the creatures as subjects for their vile experimentation, and has thinned the packs considerably.

The dogs would have been eradicated entirely had the Germans not realised that they were an excellent warning against the elder things, barking incessantly whenever the creatures draw near. Thus, after months of inactivity, the dogs are regularly utilised when the Germans go on the hunt for elder things: though the dogs will not attack the unearthly creatures, they are nonetheless quite good at tracking them. After months of being forced into near-starvation and neglect, the Germans have begun feeding them regularly to get them into shape for hunting. If the German soldiers learn about the investigators, they use dogs to sniff them out.

Dogs are described in *Call of Cthulhu, Sixth Edition* on p.204 and in the *Bestiary* section of the *Savage Worlds* rulebook. Like the *Türkis Hund* (p.266) that was once one of them, these are all Alsations, with STR 1D6+6 and SIZ 1D3+4. Their fur is worth 1 point of natural armour *Cth* / with Strength d6, Vigor d6, and Toughness 4 due to their being slightly smaller than a man *Sav*. Currently, there are at least three dozen dogs in the kennels.

Focal Chamber

The discovery of the Vault by Black Sun explorers prompted a frenzy of activity in the beleaguered German force. Reinvigorated by the potential gains that might await them in the extradimensional archive of the elder things, Black Sun chose to sacrifice the last of their valued Norn dreamers in order to establish a stable base among the twisting angles and fracturing realities. As described in Black Sun Stelae on p.302, those Norn determined to be expendable were entombed in the stelae that protect the path to the Vault. However, the five most potent Norn were spared this horrific duty, and were deployed elsewhere within *Die Sammlung*. Now, the five Norn sit in deep meditation within the Focal Chamber. Locked in a psychic circle, the five dreamers maintain a shared and consensual version of reality, and broadcast this mental construct through the stelae, dampening the Vault's effects and allowing their compatriots to move throughout the Path on the islands, relatively unimpeded and barely threatened by the Vault's emanations of unreality.

The Focal Chamber itself is a dome structure insulated from the freezing temperatures by reinforced walls of shining steel, dual layers of steel with an insulating filling of wool

fibres sandwiched between. Approximately 20 feet (6m) in diameter, the exterior is devoid of any detail, save for a single metal door guarded at all times by two of Griess' *die Toten* guards (see p.313 of this chapter, and p.96 of the KG).

Inside the single half-domed room itself, there is little to see: three women and two men sitting on heavy wooden chairs arranged in a circle, facing one another. They are blindfolded, and each sits with their head lolled to one side, or slouched, and loose straps wrapped about their bodies to keep them in place, but not to actually physically constrain them. The lighting is faint, to minimise distractions during their meditations. Their clothing is thick and comfortable, and they are all gaunt, barely fed, and given an absolute minimum of water to maintain bodily functionality without subjecting them to the necessary biological needs to excrete. The five Norn are cared for by Griess' three Black Sun novices, who treat them as if they were invalids, despite their superior rank. Should the Norn be awakened, they are equivalent to those described on p.95 of the KG, with minimal STR, CON, and Hit Points *Cth* / with the listed stats for *Savage Worlds Sav*. Due to muscular atrophy and a carefully-maintained regiment of drugs to keep them sedated and dreaming, any tasks the Norn attempt other than Dreaming and Dream Lore are considered *Difficult Cth* / all traits other than Dreaming receive a -2 penalty *Sav*. They are unarmed, their traditional Black Sun weaponry long since set aside.

Unbeknownst to the Norn and the Novices alike, the floor beneath the Focal Chamber is packed with explosives, their radio trigger linked to the detonator Griess has concealed with her "getaway bag" full of necessities for an escape into the past (described on p.314). Should Griess achieve her goal of a usable gate within the Vault she will detonate the explosives, creating a massive distraction that should more than cover her tracks. If she is on the verge of defeat, she may use the detonator as a bargaining tool, threatening to blow the whole place sky-high rather than taste bitter defeat. If searching the Focal Chamber, a successful Spot Hidden roll *Cth* / Notice test *Sav* allows the investigator to notice some unusual wear and tear on the flooring, indicating a hidden panel. Opening this panel is easy enough, and beneath is revealed enough explosive charges to easily level the Focal Chamber, vaporising everyone within it, as well as taking out all of the adjacent buildings. Defusing the explosives by disabling the detonator requires a successful Demolition roll *Cth* / Knowledge (Demolitions) test *Sav*.

WAKING UP THE NORN

If even a single Norn is awakened, the rest quickly rise, as their minds are linked in a dreaming gestalt. They may attempt to strike at the one who has disrupted their dreaming using whatever spells they are able to muster. The spells *Bind Enemy* and *Implant Suggestion* are good for offensive use. Disrupting the Norn in the midst of this profound meditative

focus has a catastrophic effect across *Die Sammlung*, causing calamity on all three islands as the alien geometries smash through the protective field created by the network of dreamers—here and within the stelae—a reality storm erupting with such force that vast chunks of rock and ice making up the island are twisted and torn asunder, falling either down into the abyss below or up into the weird gravity field above.

If this occurs, the investigators find themselves needing to evacuate *Die Sammlung* in a hurry, making a frantic dash to one of the winch stations as the islands themselves begin to shatter under the titanic forces unleashed upon them. The Keeper should describe the scene as a rout, with the investigators dodging collapsing columns of rock and ice, falling over one another alongside fleeing German soldiers, with every living soul on the islands attempting a desperate dash for safety. This may require successful use of skills such as Dodge or Jump **Cth** / Agility or Strength (at times over Difficult Ground) **S^{av}** to avoid falling debris or leap across fissures opening underfoot. Even worse, without the dampening effect of the stelae in place, the Keeper should feel free to spring some timely encounters on individual investigators as they flee, from those listed in Table 20: Psychic Manifestations on p.p.302. However, these should only be used to temporarily impede their progress, and may be adjusted to allow for a rapid avoidance.

THINGS FALL APART

Should they reach the relative safety of the plateau, the investigators will be on hand to witness the awesome spectacle of the three huge islands finally succumbing to the combined torsion of the Vault's reality-warping effects, and the long-neglected pull of gravity from the void beneath. The islands ripple, buckle, and come apart spectacularly, fragments raining one after another into the nothingness below.

However, the investigators have little chance to rest, as escaping alongside them are likely a number of enemy troopers, standard German soldiers as well as the elite SS and even surviving members of Black Sun, wondering dazedly about what happened. Here, long-simmering tensions come to a rapid boil, with the SS and traditional soldiery angrily confronting Black Sun's leadership over the calamity their madness has wrought. Though the SS will be questioning their alliance with Black Sun, and the German soldiers are ready to throw in the towel and walk away, the investigators must still contend with the fanatical members of Black Sun, their opposition guaranteed until death puts it to rest.

Assuming the investigators have not already dispatched Griess, along with her two *die Toten* guards, she will survive the destruction of the base. At this point, if she did not cause the collapse of *Die Sammlung*, she will be screaming for retribution, having just seen her chance to escape Black Sun slip from her grasp. Depending on their actions, the investigators may find an unlikely ally in SS-*Hauptsturmführer* Arno Fuchs,

another likely survivor. At this point, Fuchs wants only to get his men back to their homes and families alive, and will take any means necessary, even if that means surrendering them to be sent home as prisoners of war.

OSTENINSEL (“EAST ISLAND”)

The highest and second largest of the three islands, measuring around three-quarters of a mile in diameter (1.2km), the final island hangs at a dramatic 80° angle above its rocky companions. Vast rents and chasms pit the surface of the island as the titanic forces at work in the Vault fracture and crack the bedrock itself, making exploration both difficult and perilous. The third island is connected to the second by another winch station, guarded by a single emplacement, and is the site of the Vault itself. Most of the installations built here are dedicated to operations in and around the site. As a result of the skewed angle and general “wrongness” of reality surrounding the Vault, the German soldiers here are generally loathe to be stationed on *Osteninsel*.

Neu Chemnitz (formerly “Kamp C”)

In order to further facilitate the exploration of the islands, Black Sun established a primitive airbase, designated *Neu Chemnitz*. From here, they fly a single experimental rotary-wing aircraft on reconnaissance sorties over the Vault. There is little else to the camp: a small prefabricated hut used by the two pilots when not flying and a hangar containing mechanical repair equipment and spare parts for the delicate machine.

The hangar is manned by two mechanics that were seconded to the unit along with Fuchs' *Panzergrenadiers* during the retreat from Wewelsburg Castle. Neither these mechanics nor the pilots are inclined to fight for Black Sun, though the soldiers manning *Neu Chemnitz*'s gun emplacement fight back if attacked. German Mechanics and Pilots are described on p.206, and they are usually on hand if they are not exploring the Vault.

The helicopter itself is a small, open-frame machine with two side-by-side seats for pilot and passenger. It is kept fully-fuelled and maintained, ready for immediate use. It is unarmed and designed for reconnaissance only. Investigators with the Pilot (Rotary Wing) skill **Cth** / Piloting skill **S^{av}** may attempt to use the helicopter, however the crazy angles of the islands make distances and perspectives constantly shift. Navigate rolls become *Difficult* **Cth** / Knowledge (Navigation) tests receive a -2 penalty **S^{av}**.

Despite only having two seats, the flying machine does have two wooden skids for landing gear: a determined (or desperate) investigator could cling to these in an emergency

Elder Thing Artefacts

ALIEN TREASURES OF UNIMAGINABLE POWER

When they visited the city in the course of "At the Mountains of Madness", Dyer and Danforth pondered why so much of the Elder City was utterly empty, devoid of furnishings and equipment, bereft of any of the hallmarks of a culture, even a long-vanished one. The carven murals depicted the elder things as tool users, but in their brief visit to the Elder City, they saw no sign of anything other than rubble and ruin. The reason for this is that the areas the two men explored were those inhabited by at least one active shoggoth, and the creature was meticulous about destroying all trace of its former masters.

Elsewhere, however, the situation is much different. Though the elder thing city is in ruins, abandoned and desolate, the elder things left countless possessions behind, despite the shoggoths' attempts at scouring the city of remnants of the elder thing civilisation. Many items were transported to the elder things' new home city at the bottom of the stygian, sunless sea, whilst others were disassembled, and converted into raw matter or energy that was utilised elsewhere. Most remaining physical items of the elder things are sealed away in vaults and storage crèches, hidden forever from interference, other such artefacts are still where they were left or scattered in disarray, tossed by the settling of the city and moved by the wind, snow, and ice over the course of tens of millions of years. Working diligently, Black Sun archaeologists and scientists still have yet to scrape the surface of this vast trove of devices and tools as they strive to understand (and exploit) the technology the elder things had at their disposal.

Following are some artefacts that have been recovered by the Germans, items that may fall into the investigators' possession. The names provided here are merely descriptive, as the original names are long lost, along with the rest of the elder thing language. Many of these artefacts are made of mottled dark grey metal or crystal, with a few exceptions. At the Keeper's discretion, investigators making a successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** are able to decipher some rudimentary aspects of these devices, such as their method of activation or their apparent purpose, though this may require some experimentation.

STAR-SHAPED SOAPSTONE

The most common elder thing artefacts are the star-shaped soapstones described in "At the Mountains of Madness". According to Lake, these items are "... six inches across and an inch and a half thick, wholly unlike any visible local formation. Greenish, but no evidences to place its period. Has curious smoothness and regularity. Shaped like five-pointed star with tips broken off, and signs of other cleavage at inward angles and in centre of surface. Small, smooth depression in centre of unbroken surface. Arouses much

curiosity as to source and weathering. Probably some freak of water action. Carroll, with magnifier, thinks he can make out additional markings of geological significance. Groups of tiny dots in regular patterns. Dogs growing uneasy as we work and seem to hate this soapstone. Must see if it has any peculiar odour."

These items (sometimes mistaken for Elder Signs) are the elder thing equivalent of books, with coded information impressed psychically upon them. To activate one, an elder thing places the ends of its branched "hand" tendrils into the small impressed dots on the star-stone and expends a Magic Point **Cth** / makes a Knowledge (Mythos) test with a +2 bonus. If the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia **Sav**. A stream of data then leaves the stone and enters the elder things' mind. Elder things can also modify the information stored on a stone, add to it, or even reformat it entirely, leaving it "empty", all in the same usage, once the Magic Point is expended **Cth** / the successful Knowledge (Mythos) test is made **Sav**. Unfortunately (or perhaps thankfully) for the investigators, they cannot be accessed by a human, though a human that is mind-linked with an elder thing may vicariously experience the rush of previously-unknown thought and experience. If this occurs, the human must make a Sanity roll (0/1 SAN). A successful Idea roll after this experience provides +1% to the Elder Thing Lore skill. **Cth** / a Nausea test **Sav**.

BORE PROJECTOR

A curiously-shaped device not unlike a rifle or spear-gun in configuration, a little more than a yard and a half long (1.5m) with a flanged "butt" and a long hollow tube extending from the stock. It is held much like a rifle, though the device can only be manipulated by beings with branching tendrils configured like the elder things, making these useless to humans. The Pabodie Expedition discovered bones in a cavern near the Elder City bearing curious bored holes — the results of damage from these weapons. Should an elder thing wield a bore projector, the weapon does 1D6 damage and always impales (meaning that damage is technically 6+1D6) **Cth** / the weapon does 2d6+3 damage **Sav**. The wound the weapon creates is a perfectly round hole, made with surgical precision. The weapon has a 100 yard (91m) range, malfunctions on a roll of 00, and drains 1 Magic Point from the wielder for each shot made **Cth** / the weapon has a range of 12/25/50, malfunctions on a Critical Failure, and requires a successful Knowledge (Mythos) test with a +2 bonus to fire. If the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia **Sav**. Black Sun scientists are attempting to devise a set of gauntlets with finger tips equivalent to the elder things' upper limbs, specifically to utilize these weapons.

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CRYSTAL OF THE ELDER THINGS

Described on p.176 of *Call of Cthulhu, Sixth Edition*, these are rare, though intact examples have been recovered and preserved within *die Sammlung* (p.300). Black Sun recovered far more of these than are currently present in the Elder City: these missing ones were sent back to Germany and Wewelsburg II and distributed among high-ranking Black Sun Priors. Exarch Weissler has several stashed in his favourite bolt-holes and refuges, for emergencies. Some elder thing crystals have been sorcerously “tainted,” re-aligned to drain Magic Points and Hit Points from living beings. These tainted versions are described on p.187 of the KQ.

Sav

These Elder thing crystals store dice increases of Knowledge (Mythos) for one-time temporary use. A caster with access to a crystal can increase his Knowledge (Mythos) die for up to the number of dice increases stored in the crystal before rolling to cast a spell. The dice increases used from the crystal are permanently lost. If unsure about the number of Knowledge (Mythos) dice increases stored in a typical crystal, assume two.

ELDER THING STAFF

This device is described on pp.184–185 of the KQ. The shoggoths paid special attention to destroying these wherever they found them, and thus only one intact staff has yet been recovered in the Elder City, whilst damaged or fragmented examples are common.

FIELD MANIPULATOR

An oblong cylinder roughly the shape and thickness of a human calf and lower leg, this artefact has two curving panels that protrude from its sides at almost right angles, like a half-peeled straight banana. The inside surfaces of each of the panels are covered with small dots—buttons in the elder thing script—and its thicker end is surrounded with thin rings that rotate within tracks set into the body of the device, each marked with hundreds of additional markings in the dot pattern used for notation by the elder things. Examining the device yields few clues as to its usage: though the protruding panels are clearly some sort of control surfaces and the rotating cylinders function like those within a barrel tumbler lock, or an unusually-configured abacus. A successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** identifies these as numerical values, ranges relating to a variety of wavelengths, or fields.

Of all the elder thing artefacts, the field manipulator has thus far baffled Black Sun's scientists, and remains a mystery to them. In an almost poetic piece of irony, the field manipulator would be precisely the instrument they would gain the most use from, as its specific purpose is to counter the effects of the reality warping caused by the Vault's emanations. Used to stabilise areas with inherent material, gravitational, or temporal distortion, field manipulators were used extensively

by the elder things whilst “stitching together” the different realities that made up the interior of the Vault. In a stabilised environment, a field manipulator's effects are so subtle that they are unable to be accurately measured, but in an unstable or highly morphic environment, the device's influence can be profound.

Operating a field manipulator requires the user to expend a Magic Point **Cth** / make a successful Knowledge (Mythos) test with a +2 bonus. If the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia **Sav** per 12 minutes of use, and to successfully perform three rolls: Elder Thing Lore **Cth** / Knowledge (Elder Thing Lore) **Sav**, to decipher the markings and instruments; Physics **Cth** / Knowledge (Physics) **Sav** to understand the principles it operates under and how to guide the manipulation of resonant fields; and Electric Repair **Cth** / Repair **Sav**, to actually operate the gizmo. If any of these rolls is a failure, the device does not work. If any is a fumble **Cth** / a Critical Failure **Sav**, the “reality backlash” causes a potential 1D4 Hit Points of damage **Cth** / 1d8 damage **Sav** as nearby matter rapidly destabilises and shatters. If all three rolls are successful, the device emits a strange, subtle field that can be directed at a particular area or set to be a surrounding field, though the user is shielded from its effects. With it, the operator can permanently counter the effects of the Vault's reality warping in a six foot (2m) diameter circle. It can also be utilised for a variety of other functions relating to the modification of extraplanar gates and the like, such as making a room's geometries stable against entrance by the hounds of Tindalos, for example.

FLENSER

This is a short, featureless, five-grooved wand almost the length of a human forearm and almost two inches (6cm) thick, the ends rounding to a slight point. It is made of a relatively heavy metallic substance, and is a mottled dark grey. At one end, rows of lighter spots are set into several of the different facets. If an investigator holds the flenser by the spotted end and sacrifices a Magic Point **Cth** / makes a successful Knowledge (Mythos) test with a +2 bonus (if the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia) **Sav**, the spots illuminate revealing elder thing glyphs.

The flenser is a dissection tool used by the elder things during their medical research and experimentation. Moving the other end over flesh, living or dead, causes the tissue to separate into component systems, yet maintaining internal integrity. Initially, the skin peels back and reveals sheaths of fascia, nerves, and arteries, which then separate and expand, muscle groups dividing and eventually separating into individual muscle strands. Manipulating the buttons can speed the process up, allow for finesse, peel back the component sections and layers to allow for greater visibility, etc. If used on living tissue, the subject initially begins to feel a strange tingle

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and all hairs stand on end, then the skin becomes curiously loose and splits, taking 1 Hit Point in damage **Cth** / one level of Fatigue **Sav**, though painlessly. All the while, the organs and tissues affected still function, though this may not last for long, depending on which areas are affected. The flensing can continue all the way down to bone, even separating bones into component sections, in the case of fused bones like the skull. The process of actual flensing does not cause any further damage, as the flenser is not cutting or damaging any tissue, though it is extraordinarily disquieting to experience. This costs 1 Magic Point, 1 SAN, and takes one minute per point of the subject's SIZ affected **Cth** / this requires one Horror test with a cumulative -1 penalty for every three minutes of the procedure, for a maximum penalty of -4. Only one Horror test is made with the accumulated penalty, at the end of the procedure **Sav**. Additionally, anyone viewing this process (including the wielder) must make a Sanity roll (1/ID6 loss) **Cth** / a Nausea test with a -2 penalty **Sav**, though medical professionals or those accustomed to performing autopsies may reduce this loss to 0/ID3 SAN **Cth** / a Nausea test with no penalties **Sav**. If the subject of the flensing is aware of what is happening and can see the process, they must make a sanity roll (1D10/2D20 SAN) **Cth** / a Terror test **Sav**.

If the subject of this process survives, it is at a tremendous risk for infection, with the affected portions of anatomy rendered useless and beyond any hope of modern medical reconstruction. After discovering its functionality, the Black Sun put it to use as a torture device, with a volunteer being picked for some minor disciplinary infraction. He survived for almost four days in a large clear vat filled with ice water, until dying from total systemic failure. Each point of SIZ manipulated by the device costs one charge, and it currently has 23 charges remaining **Cth** / the device has enough charges for up to 23 minutes of use. The per-minute penalty for using it is listed above **Sav**. The means of recharging this ghastly piece of technology is, thankfully, lost to the frozen aeons.

INSTRUMENT CASE

A cylindrical dull grey object roughly 18 inches (45cm) in length and a third that in diameter, with slightly pointed ends, the sides are covered with strange, twisting ridges and whorls. A row of five elder thing glyphs are faintly inscribed in a ring around the top. Touching a particular glyph and expending a Magic Point **Cth** / making a successful Knowledge (Mythos) test with a +2 bonus (if the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia) **Sav**, reveals the thing's purpose: a storage case for some sort of strange instruments. When the Magic Point is expended **Cth** / when the roll is successfully made **Sav**, a bizarre and twisted tool extrudes from a heretofore-undetectable slot in the side of the case.

Each tool that emerges is charged with the 1 Magic Point invested **Cth** / is charged if the roll was successful **Sav**,

and gleams slightly, unnaturally catching and reflecting the light, despite their surface quality. They are each strange and twisted, with multiple blades and tiny nippers, wrought of metal unknown to humankind. These uncanny devices have no apparent moving parts, and are better suited for the multi-branching extremities of the elder things than the clumsy grasping hands of humankind. A successful Idea roll **Cth** / Smarts test **Sav** or Medicine roll **Cth** / Healing test **Sav** identifies them as dissection tools. Recognizing these devices for what they are provokes a Sanity roll, with 0/1 SAN point loss **Cth** / Nausea test **Sav**. The tools themselves are not that frightening or unsettling to behold: the SAN loss **Cth** / dementia gained **Sav** comes from the deep, ancestral memories of fear and pain these instruments evoke, from the early experimentation conducted on humanity's primitive forbears.

Cth If used as weapons, each of the tools can do a possible 1D4+db damage, with a base chance of 05% due to their unwieldy configuration. They each have 25 HP.

Sav If used as weapons, each of the tools can do Str+d4 damage.

SENSORY AUGMENTOR

A small round-bottomed metallic cup of dark grey metal, this device is marked with a variety of raised ridges across its surface. The bottom interior of the cup seems to fuse straight into a clear, glassy substance. Any investigator that has encountered a living or dead elder thing may make an Idea roll **Cth** / Smarts test **Sav**. Success reveals that this item is almost exactly the size of the end of one of the elder thing's five eye stalks, and is apparently worn over the eyestalk, covering its end and the eye entirely. To use it, the wearer (limited only to elder things, as it does not fit onto a human face) must sacrifice a Magic Point **Cth** / make a successful Knowledge (Mythos) test with a +2 bonus (if the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia) **Sav**, activating the augments. Once operational, the sensory augmentor allows the wearer a greatly-enhanced view of the electromagnetic spectra, detecting radiation, heat, and other energy easily, seeing through solid matter to a variable level. The augmentor is controlled with eye movements, and all rolls based on visual perception whilst it is worn become Easy **Cth** / receive a +2 bonus **Sav**. Each activation lasts for roughly 38 minutes.

STONE SCULPTING TOOL

Made of mottled grey metal, this artefact consists of a relatively long handle (at least human height) connected to a wide curving "blade," not unlike a long-handled cricket bat, if one were bent. The device is designed for use by an elder thing, and as such does not conform to human ergonomics. To use it effectively requires two people, at least one of which must succeed in an Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** and expend a Magic Point **Cth** /

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and must also make a successful Knowledge (Mythos) test with a +2 bonus (if the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia) **Sav** whilst it is being used.

When activated, it emits a field set to the specific "material frequency" of the various types of rock and mineral matter the Elder City is constructed of, converting them temporarily to a soft clay-like substance that can be moulded or shaped using other tools. This soft substance returns to its rocky state after a couple minutes. The stone sculpting tool remains active for roughly 37 minutes per Magic Point expenditure **Cth** / roll of Knowledge (Mythos), needing another roll after this time has passed **Sav**. Using the tool, one can tunnel through solid rock as if digging through soil, seal a doorway or passage, or create anything that might be sculpted from stone. The process does not generate heat, but the affected rocky material does emit high levels of radiation that are dangerous to humans if exposed for a prolonged period of time.

Cth For every session spent working with the clay-like stone, the user must make a roll of CON vs. the radiation's Potency of 16, as if being poisoned **Cth**. Failing this roll inflicts 1 Hit Point of damage due to radiation sickness. The amount of radiation absorbed should be tracked, even after it is healed, and once the investigator has absorbed their SIZ points in radiation, any further doses increase the damage to 1D3 Hit Points damage per resistance roll failure.

Sav For every session spent working with the clay-like stone, the user must make a Vigor roll. The results are as per the **Radiation** part of the **Hazards** section in the **Savage Worlds** rulebook, except for the fact that the roll is made per session instead of per hour.

VIVISECTOR

This unusually-frail artefact is perhaps the most deadly piece of elder thing technology recovered thus far from the ruins. In appearance, it is a handle made of dull grey metal covered with uncomfortable ridges and bulges, almost two inches in diameter and 10 inches long (5cm by 25cm). It is relatively heavy, seemingly made of solid metal. Two straight and near-invisible wires protrude from one end, so close together that they appear almost as one wire, extending almost 16 inches (40 cm). An investigator finding the device must make an Easy Spot Hidden roll **Cth** / Notice test with a +2 bonus **Sav** to notice these wires. They are each only a few microns thick, just wide enough to be visible, and are a minute distance apart. Anyone handling the device should make a roll of DEX×8 **Cth** / Agility with a +2 bonus **Sav** to avoid harming themselves, with the roll dropping to DEX×3 **Cth** / Agility with a -2 penalty **Sav** if care is not being taken.

The device's purpose is for vivisection, to slice segments of a subject's anatomy into paper-thin cross-sections for

examination. Inactive, it is still sharp enough to cause 1D6 Hit Points damage **Cth** / Str+d6 damage **Sav** to any fleshy target struck by the blade. If a Magic Point is spent while using it **Cth** / if a successful Knowledge (Mythos) test with a +2 bonus is made while using it (if the skill die comes up a natural 1, then not only is the activation unsuccessful but the investigator gains a point of Dementia) **Sav**, the vivisector does 4D6 Hit Points in damage to a corporeal target, halving any armour points **Cth** / the vivisector does Str+3d6 damage **Sav**. If an impale is rolled and the victim takes more than half its Hit Points in damage, the victim has likely lost a limb, with a grotesque slice of flesh sliding free from the stump **Cth** / damage inflicted by this weapon triggers a roll on the Injury Table, as if the Gritty Damage rules from the **Savage Worlds** rulebook were applied **Sav**. Activating the vivisector requires a SAN loss (0/1 points) **Cth** / a Nausea test **Sav** and the device remains active for roughly eight minutes.

Cth It has a base 10% if used as a weapon, and if an attack using it fails, the wielder must make a Luck roll. Failure means that the attacker has injured himself, taking regular damage. A fumble whilst using the vivisector means that the attacker has struck himself with an impale.

Sav A Critical Failure whilst using the vivisector means that the attacker has struck himself with an impale.

HANDLING THESE ARTEFACTS

These artefacts are extremely ancient and unreliable, and the Keeper may require a Luck roll **Cth** / may require an investigator to draw a card from the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **Sav** whenever an investigator attempts to utilise one without knowing its purpose. Failing this roll **Cth** / obtaining a card of the black suit **Sav** means that, depending on circumstances, the artefact may unintentionally be activated against an ally, whilst a fumble **Cth** / a black deuce or three **Sav** might direct its affects onto the device's wielder!

Though these devices represent incredible opportunity and innovation, to Black Sun's chagrin, reverse-engineering the elder thing technology (with the goal of reproducing it) is nigh-unto-impossible with the tools and methods currently available to them. Griess has allowed only a relatively small number of these items to leave Antarctica, distrusting even Black Sun's ability to keep them from exploitation by their enemies. The artefacts that have been taken to Germany and elsewhere are closely-guarded possessions, usually in the hands of Black Sun Priors or Exarch Weissler himself.

Another artefact—the stone collar—is described on p.p.258.

(requiring a STR×4 roll **Cth** / Strength test with a -1 penalty **Sav** to keep hold if the helicopter is forced to take evasive action). Should Griess detonate the explosive charge and trigger the destruction of the islands, the helicopter may well prove to be the quickest way off the islands before they plummet into the void below, though who gets to ride in its very-limited passenger capacity is another question entirely.

Neu Dresden (formerly “Kamp D”)

This is the final staging post for Black Sun’s researchers before they approach and enter the Vault itself. Although losses have been high among the *Panzergranadiers* ordered into the Vault, the artefacts they have returned with have been of incredible interest. Black Sun continues to pore over them, despite the desperation of their mission at this juncture of the war. Griess believes that, buried within the fragments of elder thing writings and alien artefacts, lies the key to Black Sun’s ultimate goal, the release of the God in the Mountain and the eventual rise of the Black Sun itself.

Neu Dresden is protected at both entrance and exit by gun emplacements, mounted 37mm anti-tank guns (requires a *Difficult* Heavy Weapons skill to use against human-sized targets, damage 5D6+shock, attacks 1/2 rounds, base range 300 yds. **Cth** / has the following characteristics: Range 50/100/200, damage Armor Piercing 4d8 or high explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template. Using the gun against human sized targets generates a -2 penalty to Shooting **Sav**) as additional defence against whatever horrors might crawl from the Vault. These emplacements are constantly manned, each with two *Panzergranadiers*, as described on p.310. Whilst these soldiers are twitchy and on edge, they see a lot of human traffic passing between the other camps and the approach to the Vault, so they do not immediately fire at human targets unless identified as hostile or warned against newcomers.

The camp is formed of a series of tents and three larger prefabricated buildings built within the protective screen of stela.

WORK TENTS

Six canvas tents serve as storage and processing facilities for the numerous minor artefacts returned from the Vault. Sitting on tables and in crates, these items are meticulously catalogued and photographed before being shipped back down the islands, though items of particular interest are sent to *Neu Berlin* for further investigation by the Black Sun Novices.

Elder thing items stored here over the long term tend to have little real value, but Black Sun still continues to diligently record and catalogue them. Depending on when the investigators arrive, there will be a variety of elder thing artefacts being sorted and readied for transport to *Neu Berlin*, or being moved into storage in crates stacked in the tents.

The Keeper is encouraged to select 1D6+1 elder thing artefacts from those described on p.319, with potentially hundreds more items of lesser value and, in many cases, inscrutable purpose.

WORKSHOP

Stocked with spare parts for the electric winches used to pull men back from the Vault, the workshop is strewn with burnt-out parts and twisted metal supports. Investigators can find most commonly-available tools stored here, and all manner of items useful as improvised weapons, though all show signs of heavy use as the Germans attempt to keep their limited resources functioning.

PREPARATION AREA

For those poor devils tasked with entering the Vault, this building is the last stop before their ordeal begins. The procedure is that two Pioneer Infantry dress the explorer in thick canvas and asbestos coveralls before inserting lead plates to protect vital organs. They then strap the explorer into a complex harness system designed to pull them and their finds out through the portals via an electric winch. A steel helmet with leather facemask and thick crystal goggles completes the exploration suit. The entire ensemble provides 9 points of armour, but reduces any MOV to 4 units and renders all physical skill rolls *Difficult* **Cth** / the entire ensemble provides +3 armor but halves Pace and gives a -2 penalty to all physical trait tests **Sav**.

A desk in the preparation area contains various notebooks and maps of the interior of the Vault, each added to by explorers who emerge alive and stable. The standard procedure is to map out the passages and portals inside the Vault in notebooks, usually with shorthand describing the directions to reach each new location. Notes about the contents of each portal are provided, including a description of what artefacts were recovered, and what condition they were in. Then, the notes are laboriously copied into one master journal and a map that attempts (gamely) to describe the space as best it can. Paths cross and apparently double-back, and in some cases, seem to duplicate, with cryptic notes assigning levels and multiple directions. An investigator studying these notes or maps must make a successful Other Language (German) **Cth** / Knowledge (German) **Sav** roll to comprehend the notes, and must make an Idea roll **Cth** / Smarts test **Sav** or Navigate roll **Cth** / Knowledge (Navigation) test **Sav** to recognise that these areas described inside the Vault are three-dimensional, and that the walkways being described are arrayed as vertically as they are horizontally.

Bringing a portion of these maps or journals along allows the investigators to add +10% **Cth** / +1 **Sav** to any Navigate roll **Cth** / Knowledge (Navigation) test **Sav** while in the Vault: bringing the master map and journal adds +20% **Cth** / +2 **Sav** to such rolls. A large, neatly-ordered stack of partially-completed notebooks sits on a shelf beside the desk. It is the job of the Pioneer Infantry officers to keep these

The Great White Space

Despite their extraterrestrial origin, the elder things were primarily focused on the "material" world and its sciences (biology, genetics, chemistry, physics, etc.) and were relative neophytes in regard to extradimensional space. Virtually immortal and capable of travelling vast gulfs of space unaided, they had little need to explore alternate dimensions as a means of bridging space between vastly-distant points across the galaxy, and their early exploration of these other-worlds revealed what they suspected: these places were home to many of the primary manifestations of the Elder Gods and Great Old Ones. As such, the elder things limited their extradimensional exploration to a cautious minimum, as they did not wish to attract any more Mythos-based attention than they had already earned.

Even so, the elder things found great use of one particular alternate dimension, an extradimensional strand they called "the Great White Space" in their language. It, unlike the others they explored, was free from the influence of the horrific Mythos deities and their ilk, and the elder things could use it with impunity. It is unknown if the elder things actually created this dimension, but there is no doubt that they came to actively exploit it over millions of years. Conceptually, it is an intertwined band which intersects with this reality at several junctures, connecting to places light years apart. They used it regularly, and some of their technology relies upon of the unusual physics that utilising the Great White Space provides.

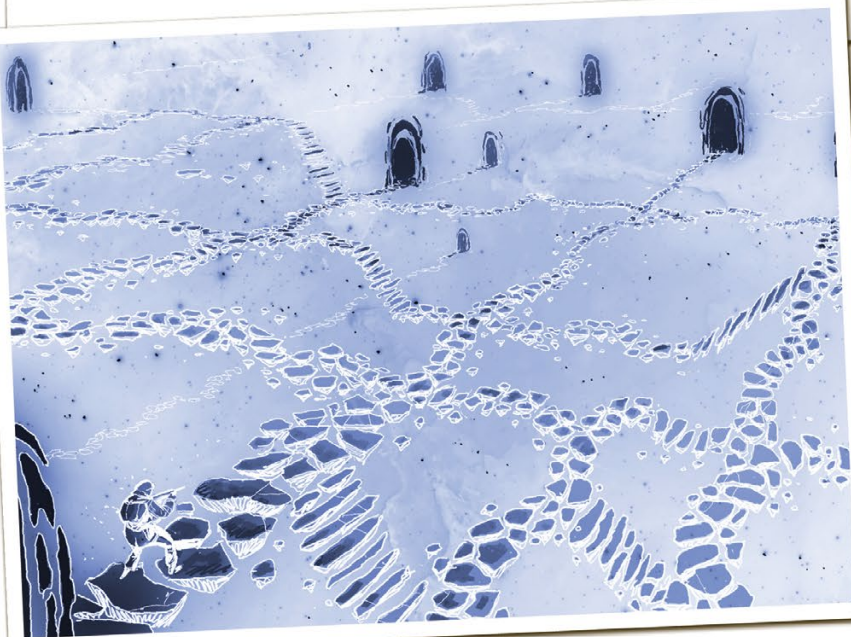
At the height of their intergalactic empire, long before they landed on Earth, it was used by the elder things to travel the universe. Portals opened into worlds such as Yuggoth, L'gy'hx, Cykranosh, Xoth, and others. As there has been no contact with their other outposts throughout the

galaxy, the elder thing civilisation on Earth could very well be their last, and those areas within the Great White Space have become unstable and may now be unreachable.

The great archive of the elder things in Antarctica, a construction known as "the Vault" (labelled by the Germans as *Der Grabgewölbe*) was constructed almost entirely within the Great White Space, using that extradimensional space as a bridge to thousands of other planes of existence, junctures in time, or both. They used devices such as resonant field manipulators (see p.320) to stitch these dimensional portals together and stabilise them, enabling them to create a vast network of pocket worlds reachable via a set of pathways in the void of emptiness that is the Great White Space.

However, the Great White Space is unstable, and the immense torsion it causes upon reality has long since bled through into the material world beyond the Vault, causing the curious configuration of the three floating land-masses that make up *Die Sammlung* ("The Collection"). This reality warping has additional psychic resonance, causing all manner of hallucinations and psychic distress to those who encounter it in its raw, unmodulated, and destabilised state. This is the cause for the unusual phenomena surrounding the Vault outside the path.

There is at least one other Earthbound portal to the Great White Space located deep in the mountains of China at the endpoint of a cavern closed with a door roughly 500 feet (152m) tall, guarded by shoggoths still loyal to the elder things. At the Keeper's discretion, investigators meddling with unusual phenomena within the Elder City may be inadvertently transported to that locale, arriving on the sealed side of the door, or one of the other more distant destinations across near-infinite gulfs of space.



The Nazis have
been busy here, but
now they're going
to put their ghastly
works to the test.

—Capt. Harris

up-to-date, but with the deterioration of morale has come a less disciplined view towards procedure, and due to this the bookkeeping is somewhat haphazard at this time.

If present, the Pioneer Infantry stationed here are equivalent to those described on pp.33–34 of the KG, and a would-be Vault explorer could be drawn from any of the various ranks of soldiers stationed in the Elder City. The building itself contains all manner of climbing and survival equipment, including several drums spooled with steel cable used to secure the explorers before they enter the Vault.

GARAGE

Due to their heavy protective garb, explorers are unable to walk the several hundred yards (roughly the same in metres) to the Vault entrance, so the Germans have airlifted two Sd. Kfz. 2 *Kettenkrad* half-track gun tractors up to the island. These motorcycle/track combination vehicles are used to deliver the explorer to the Vault site. One of them is mounted with an electric winch and is used to retrieve him after his mission is complete. Normally these vehicles have a top speed of around 40 mph (64km/h), but the unstable

As such, the elder things limited their extradimensional exploration to a cautious minimum, an extradimensional strand they called “the Great White Space”...

terrain coupled with the weight of a fully-clothed explorer reduces that to around 20 mph (32km/h). The Sd. Kfz. 2 *Kettenkrad* is described on p.118 and p.129 of the KG.

DAS GRABGEWÖLBE (“THE VAULT”)

What was once the great library of the Elder City is now little more than a gate into the chaos and oblivion that lies just beneath the ordered universe that we know. The elder things used their technology to breach the walls of ordered reality, warping the very fabric of space and time to create a grand facility of unimaginable scale, one that would enable them to fully explore the universe in all its dimensions. Unfortunately, their civilisation went into deep decline, their great archive slid into neglect, and the magnificent archive was eventually abandoned, the elder things’ stewardship of the delicate mechanisms keeping the place stable, brought to an end. Now emanations of unreality radiate outwardly from the site, destabilising the surrounding environment, creating the unusual configuration of islands that make up *Die Sammlung*. When the Germans explored the Elder City, those with psychic sensitivity were drawn to the place as if it was magnetic, and they recognised the vast opportunities inside. Named *Das Grabgewölbe* (“The

Vault”) by the Germans, the site is the cause of the insane angles and geometries that constantly shift, slowly tearing the islands apart.

The approach to the Vault is a long avenue 400 yards (365m) long, paved with pentagonal stones and flanked by a series of abstract statues, over four times the height of an average human being. These carved idols apparently depict various alien races or entities encountered by the elder things on their travels through the universe, though each has been represented as if they were akin to the elder things, but with varying characteristics. The strange dot-script of the elder things is inscribed everywhere on these idols, rising up from the bases and onto the bodies of the entities depicted. A successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** allows the investigators to recognise that some of these are highly-stylized depictions of beings such as Abhoth, Hastur, Ubbo-Sathla, Zoth-Ommog, Nodens, and Daoloth, though most of the beings represented are beyond comprehension. The terrible detail in which the statues are carved has an unsettling effect on those passing beneath their gaze, and any investigator attempting to enter the Vault via this avenue must make a Sanity roll to avoid losing 0/1D6 SAN **Cth** / making a Horror test with a +1 bonus **Sav**, mind reeling from the horrific sights all around.

Off in the distance, at the end of this grand and terrible avenue, the most noticeable feature of the Vault is the blazing, pallid light pouring out from the entrance, washing over the surrounding rock and ice, bleaching it of all colour and distorting the viewer’s sense of depth and perspective. Though it does not require a Sanity roll **Cth** / a Horror test **Sav** to behold, the light is nonetheless disquieting and difficult to focus upon, as if one’s eyes are seeking to avoid looking directly at it. As investigators approach, they notice that in addition to the visual phenomena surrounding the entrance, it emits a constant high-pitched whistling roar, making communication difficult. Should the investigators leave the site alive, they notice that it leaves an unnatural and discomforting ringing in the ears for hours afterwards. While nearing the Vault’s entrance, any communication relying on sound becomes *Difficult* **Cth** / receives a –2 penalty **Sav** due to the interference.

Traditionally, German explorers entering the site are hooked via their suit harnesses to the electric winch mounted on one of the two Sd. Kfz. 2 from *Neu Dresden* (p.323), parked safely outside the range of the Vault’s immediate sphere of effect. They then walk slowly up the avenue towards the entrance of the Vault, affixed to the cable, using sign language or hand signals to communicate. The winch has one mile (1.6km) of cabling attached to it, a length that has thus far has proved more than adequate. Should the investigators be dragooned into entering the Vault at the behest of Griess, they will be coached in the above procedure, and expected to follow it, at risk to both safety and sanity.

Table 21: Vault Location

Roll Cth / Card Sav	Location
01–15 Cth / Deuce–3 Sav	Malfunctioning Portal (Discovered/ Undiscovered)
16–25 Cth / 4 Sav	Inhospitable Environment (Discovered/Undiscovered)
26–32 Cth / 5 Sav	Destroyed Portal (Discovered/ Undiscovered)
33–55 Cth / 6–7 Sav	Empty Chamber (Discovered/ Undiscovered)
56–59 Cth / 8 Sav	Archive (Discovered/Undiscovered)
60–62 Cth / 9 Sav	Elder City (Unique, Discovered)
63 Cth / Black 10 Sav	The Path (Discovered)
64–65 Cth / Red 10 Sav	Laboratory (Unique, Undiscovered)
66–77 Cth / Red Jack Sav	Hall of Learning (Discovered)
78–82 Cth / Black Jack Sav	Biologic Storehouse (Unique, Discovered)
83–84 Cth / Red Queen Sav	Examination Room (Unique, Undiscovered)
85–88 Cth / Black Queen Sav	Gestation Chamber (Unique, Undiscovered)
89–91 Cth / Red King Sav	Terrestrial Bio-Dome (Unique, Undiscovered)
92–94 Cth / Black King Sav	The Sphere of Nath (Unique, Undiscovered)
95–97 Cth / Red Ace Sav	Terrestrial Location (Undiscovered)
98–99 Cth / Black Ace Sav	Alternate Era (Undiscovered)
00 Cth / Joker Sav	Mythos Location (Undiscovered)

The actual entrance to the Vault is a circular aperture some 20 feet (6m) in diameter, lined with cracked and scarred slabs of an unidentified metallic substance. Once close to the entrance, an investigator can attempt a roll of the Geology skill **Cth** / Knowledge (Geology) skill **Sav**. Though it is difficult to determine due to the blazing light that emits from the site, a success identifies the mineral as meteoric iron from its unusual patina and hue. In an attempt to stabilise the area, Black Sun have placed two stelae at the entrance, situated on either side of the aperture. They appear to be working, but there is still a definite sense of *wrongness* to the angles and geometry of the place.

Approaching the entrance can be a terrifying experience, as the totally alien nature of the void within the aperture strikes a primeval fear in any human who approaches it, a desire to avoid such wrongness embedded deeply into humankind's genetic memory. In order to reach the entrance and walk through the portal itself, an investigator must make three successful POW vs. POW 15 resistance rolls **Cth** / must make a Spirit test with a –2 penalty **Sav** to muster the will to continue against the assault on sense and sanity. Success allows the investigator to continue, while failing the resistance roll means that the clawing madness has temporarily broken through the investigator's presence of mind. The investigator must attempt a Sanity roll (0/1D6 SAN point loss) **Cth** / Horror test **Sav**. If the Sanity roll **Cth** / Horror test **Sav** is successful, the investigator may continue forward into the Vault, but failure means that the investigator cannot proceed, and must make an additional POW vs. POW 15 resistance roll **Cth** / Spirit test with a –2 penalty **Sav**. Failing this causes the investigator to involuntarily flee in fear from the entrance and not attempt entry again for one hour, requiring the time to steady their nerves and regain composure.

For this reason, few of the German soldiers sent to the Vault thus far have been able to enter, and few of those who made it inside emerged sane or even alive.

INTO THE VOID

Passing through the field of light emanating from the Vault's entrance, and the deafening whine it emits, the investigator is struck by the sudden stillness and silence inside, as if that bright tumult were miles off, rather than half a step away.

Inside, a visitor sees what appears to be a stark and alien antechamber, a five-sided room roughly 70 feet (21m) across at its widest point, with high open doors on all of the surrounding walls. The floors and walls of this chamber are tiled with irregularly-shaped plates of the same meteoric metal as the entrance, mottled with the patina of immense age. Only when looking up does the scale of this impossible place become apparent: sections of upper portions of the walls and the entire ceiling are gone, gradually opening into the Great White Space, the trans-dimensional void the elder things utilised for many of their travels throughout parallel realities, of which this world is but one.

To strive, to seek,
to find, and not to yield.
--Arthur Tennyson's "Ulysses"
(carved on a memorial to Scott)

Beyond this chamber, there is only the infinite void of the Great White Space, and from its doors into it lead a twisting path of metallic stair-like slabs climbing away as far as the eyes can see, crossing above and below itself at insane angles like some Escher-inspired nightmare. At myriad points along this path are other portals, doorways into alternate planes, each identical to the one at the entrance the investigators passed through. The convoluted maze extends in every direction, as well as above and below. Looking more carefully at this immense array of strange stairs and doors, the investigators see that some portions of the stairs have been pulled away or are dangerously askew, their portals shattered or seemingly missing, or in the worst cases, broken open, emanating strange flickers of light and sound, with curious debris floating weightlessly about them.

Through millions of years of neglect, reality has failed in this facility, and many impossible and horrific sights await the unwary explorer. The elder things of old were foolish to abandon it, but wise to avoid it after. The sight is almost too much for a sane and sober mind to comprehend, and any investigators looking out at this unimaginable vista must attempt Sanity rolls (1/1D6 SAN point loss) **Cth** / Horror tests **Sav**. A successful use of the Physics roll **Cth** / Knowledge (Physics) test yields the investigator with invaluable insight into the nature of the place, as the mind seeks to reconcile the tremendous violation of the laws of physics, adding +20% **Cth** / +1 bonus **Sav** to any attempts to Navigate **Cth** / use the Knowledge (Navigation) skill **Sav** while inside. However, this additional insight comes at a cost, with any successful Physics roll **Cth** / Knowledge (Physics) test costing

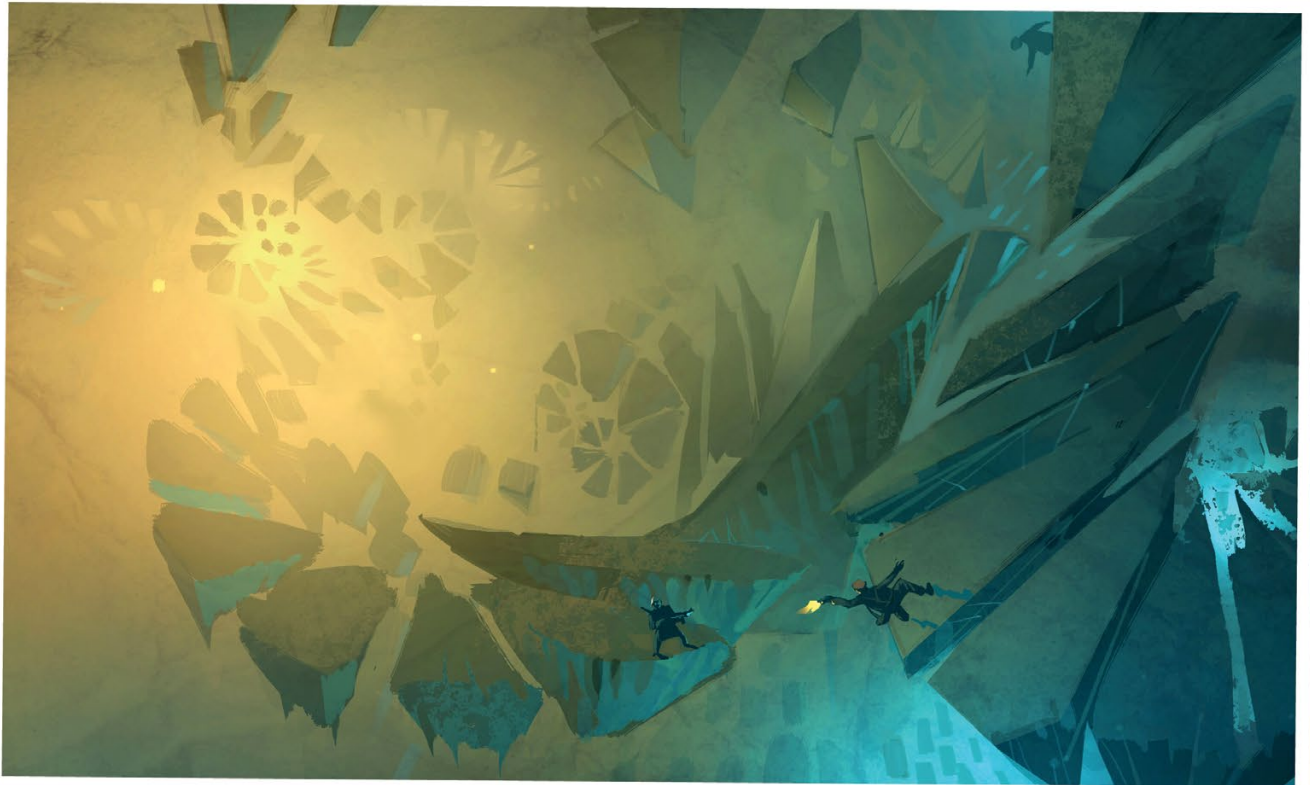
1 SAN **Cth** / requiring one Nausea test **Sav** each time it is used in this intermediary space in the Vault. Forcing the mind into these terrible permutations has its cost. Failing the Physics roll **Cth** / Knowledge (Physics) test causes no SAN loss **Cth** / no Nausea tests **Sav**, as the investigator's mind is unable to reconcile what it is confronted with, and thus remains ignorant.

Temperature-wise, the void inside the Vault is nowhere as severe as the outside environment, cool but not unpleasantly cold. Breath no longer fogs, and surfaces are cool to touch, but do not freeze extremities. After spending some time in the Vault, investigators may notice that their sinuses, throats, and eyes have become unpleasantly dry, as there is no ambient moisture in the Great White Space. Investigators in winter survival gear can remove it to be less encumbered. Frequently, the Germans sent into the Vault did just that, leaving heavy coats, gloves, balaclavas, and caps in the entry chamber, to be recovered upon exit.

Should the investigators choose (or be forced) to explore this interstitial, non-Euclidian space, the Keeper is encouraged to consult Non-Euclidian Environments on p.328 for information on how to handle dramatic sequences such as combat, movement, abstract manoeuvring, etc.

NAVIGATING THE VAULT

The Vault is essentially endless, with hundreds, if not thousands of chambers within. However, a great many of the portals have decayed over time, damaging others, and it is no longer safe to wander around freely. The Germans have been exploring the Vault through trial and error. With no



Non-Euclidean Environments

Non-Euclidean geometry is difficult for human brains to comprehend. Whilst many of the shapes are similar to those found in Euclidean geometry, they respond differently to the laws of mathematics. The non-Euclidian drawings of artist M.C. Escher present an excellent representation of this warping of reality. Curves that appear as part of a solid may actually be an opening to somewhere else — another location nearby, or even a distant place many miles away, rather like the concept of a wormhole. It is not that the laws of gravity do not apply: it is that the geometry of the place is so alien it appears as though one is walking on the ceiling, or the walls, or descending a staircase and ending up at a higher elevation than the bottom of the stairs.

There are basically two types of non-Euclidean space: *elliptical* and *hyperbolic*. In Euclidean geometry — the rules that govern what we think of as the “normal world” — parallel lines do not touch each other — they maintain the same distance from each other as a constant. In elliptical space, parallel lines always meet — eventually. In hyperbolic spaces, parallel lines will move farther apart from each other.

Being in such an environment is difficult for many reasons. First, as the standard geometric laws humans are used to do not always apply in a non-Euclidean environment, human brains have difficulty taking it all in. Depending on how challenging the alienness is, any rolls relating to perception may become *Difficult* **Cth** / receive a -2 penalty **Sav**, at the Keeper's discretion. Second, since the environment sometimes follows the laws of Euclidean geometry and sometimes not, the Keeper may require Sanity rolls **Cth** / Nausea tests **Sav** on occasion to emphasize the environment's encroaching assault on the human mind. Again, such rolls should be at the Keeper's discretion. Potential SAN loss **Cth** / Dementia gain **Sav** for failing such rolls should be small (0/1D3 SAN, for example **Cth** / appropriate to a Nausea test **Sav**), but as the weirdness leads to more and different weirdness, or perhaps even to something approaching what humans would consider “normal,” the accumulated SAN loss **Cth** / Dementia gain **Sav** may lead to instances of temporary insanity.

Cth Once an investigator has reached a state of temporary madness by losing 5 SAN from a single encounter, no further SAN rolls are required. All rolls combined are considered as a single encounter. However, this incremental SAN loss can add up over time, contributing to temporary madness that may be subtle in its manifestation. Agoraphobia is a good type of insanity for an investigator subjected to non-Euclidian environments to inherit, as is paranoia. This varies based on the circumstances, and the Keeper should select a type of madness that best fits the situation.

For example, Heinrich and Alois are exploring the area surrounding Neu Berlin, a decidedly non-Euclidean environment. Heinrich makes his Sanity roll, and so loses no SAN for

now. Alois fails his roll and loses 1D3 points, the Keeper rolling a 2. They come across a curve in the road that appears to rise, but is in fact a ramp, descending rapidly. The Keeper asks for another Sanity roll: Heinrich succeeds again, and Alois fails again, this time losing 1D3 SAN points as his fear spins wildly out of control. The Keeper rolls a 3 this time, for a total of 5 SAN lost in this environment. As they proceed further and are asked to make additional Sanity rolls, Alois finally begins to understand some of what is happening, and succeeds, losing no SAN this turn and breaking the descending spiral of madness. Now that Alois understands — or at least has come to terms with — this environment, he requires no further SAN rolls. However, this recognition does not render him or Heinrich immune were either man to leave and return some other time.

Sav

Once an investigator has failed two Nausea tests in a row, he has reached a state of temporary madness, and no further Nausea, Horror, or Terror tests are required in this encounter. The Keeper should select a type of temporary madness that fits the situation depending on the circumstances.

Whilst the danger of insanity looms large here, investigators driven to the point of temporary insanity are actually *better* able to rationalise — and escape from — the environment. Insane investigators can attempt an Idea roll **Cth** / Smarts test **Sav** to discern the quickest route of escape or find a relatively safe bolt-hole, where a sane mind might struggle with attempting to follow rationality... trapped in Euclidian modes of thought. If the Idea roll is successful, the insane investigator either departs with all possible haste, or gains some useful insight into the environment that offers an advantage, however temporary.

Another potential complication from being in such an alien environment is physical in nature. This intense sense of disorientation may lead to headaches, nausea, and vomiting as the body's senses begin to conflict with what the brain is interpreting. Investigators exposed to this area for more than a few minutes must attempt a roll of CONx7 **Cth** / a Vigor test with a +1 bonus **Sav** to avoid acquiring such unpleasant symptoms. If the CONx7 roll **Cth** / Vigor test with a +1 bonus **Sav** fails, all physical and perceptual-based rolls the investigator attempts become *Difficult* **Cth** / receive a -2 penalty **Sav** due to the nausea and psychological distractions involved. These effects lasts for 10 minutes, or until the investigator leaves the non-Euclidean environment, at which time another CONx7 roll **Cth** / Vigor test with a +1 bonus **Sav** can be attempted. If the CONx7 roll **Cth** / Vigor test with a +1 bonus **Sav** is a fumble **Cth** / critical failure **Sav**, the investigator wretches and vomits for 1D3 turns, too busy to take any other action, additionally taking 1 Hit Point damage **Cth** / one level

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of Fatigue **Sav** from the savagery and intensity of their body's reaction to the surrounding, disorienting madness.

MOVEMENT

Finally, strange geometry such as this is confusing to most humans; the chances of getting hopelessly lost are quite high without a map or at least leaving behind a trail of breadcrumbs (or unspooling a long rope attached to something outside of the non-Euclidean location). The Keeper can ask the investigators to make Luck rolls to overcome this: sometimes the alien angles and curves work to the investigators' advantage, as a new angle proves to deliver them to their destination promptly and efficiently.

Investigators can use the Physics skill **Cth** / Knowledge (Physics) skill **Sav** in an attempt to rationalise the environment, effectively using complex mathematical learning to understand the alienness of their surroundings. If successful, any rolls that are made *Difficult* **Cth** / receive a -2 penalty **Sav** due to the non-Euclidean nature of the area are not adjusted and are at their normal chance. If the Investigator fails their Physics roll **Cth** / Knowledge (Physics) test **Sav**, no penalty is applied. Investigators may continue to attempt a Physics roll **Cth** / Knowledge (Physics) test **Sav** until they are successful or have escaped the environment.

COMBAT

Combat in a non-Euclidean environment is challenging at best. Besides the frequent Sanity rolls to cope with the nature of the world around them, the investigators may be required to attempt all manner of Luck, Navigate, Listen, Spot Hidden, Climb, and Jump rolls **Cth** / Knowledge (Navigation), Notice, Climbing, and Agility tests **Sav** in order to manoeuvre through their surroundings. When combat breaks out, the Keeper may require all participants to make frequent Spot Hidden and Luck rolls **Cth** / Notice tests **Sav** to retain solid footing and to succeed in keeping track of where their target is in the disorienting environment. Other than these difficulties, combat itself proceeds normally. If the location of the combat is static and does not involve much movement, the Keeper may forego asking the investigators to attempt Sanity rolls until after the combat is resolved, as

fresh mental challenges presented by the strange geometry of the place are not popping up if no one is moving through the alien curves and angles.

Extremely unlucky investigators who roll a fumble **Cth** / a Critical Failure **Sav** during combat may find that their bullet or thrown object actually strikes them instead, having gone off into the distance and returned from a different direction, being reversed by some realignment of the surrounding world, or simply ricocheting in an unexpected (and impossible) direction. To represent this, the Keeper should ask the investigator who fumbles a roll **Cth** / who rolls a Critical Failure **Sav** in combat to attempt a Luck roll **Cth** / to draw a card from the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates success **Sav**. If the roll is a success, nothing unusual happens. If the roll is a failure, the investigator must roll the attack again, this time as if directed against themselves or an ally standing nearby. This new target can attempt to Dodge **Cth** / make an Agility test **Sav** to avoid the incoming object — except in the case of high velocity firearms, which move too fast to actually Dodge. If the attacker fails the Dodge roll **Cth** / Agility test spectacularly, they (or the nearby target) are hit. Damage is rolled normally.

Pursuit

If combat involves a chase or a running gun battle, Luck and Navigate rolls **Cth** / Knowledge (Navigation) tests **Sav** are especially important as the strange and frequently deceptive landscape may trick the pursuers into taking a wrong turn. Additionally, Navigate or Spot Hidden rolls **Cth** / Knowledge (Navigation) and Notice tests **Sav** may be required just to continue to follow one's quarry if they remain moving, or are in particularly difficult areas. Further Luck rolls **Cth** / Notice tests **Sav** to be able to fire or throw weapons at the receding target may be required, with success meaning that the environment is — or remains — stable enough that it does not suddenly intervene as an obstacle.

Use of the Track skill **Cth** / Tracking skill **Sav** is certainly possible, and may in fact be of more help than maintaining visual contact with a fleeing opponent. Footprints, though they may appear to lead up the wall of a building, are far more reliable evidence than seeing someone in the distance who, despite visual cues, may be at a different elevation entirely than the pursuers. Whilst the distance between the pursuer and the pursued may be disorienting or misleading, tracks inevitably lead to the target, wherever they have gone.

*This story can never be
told, for the risk that
someone might believe it.*

- Parker

assistance from the elder things to guide them and no key or map to aid in navigation, they can only continue on the floating walkways, tethered by their cable extending from the entry. The explorers they have sent enter portals as they encounter them, hoping for the best. Sometimes they do not survive the experience intact, and the Pioneer Infantry stationed outside winch back insensate madmen, corpses, or simply frayed ends of cables. In some instances, they have drawn back unnameable horrors, clinging to the cables out of curiosity or the perverse will to find their origins.

If investigators entering the Vault without any guidance from the elder things or without the use of the maps the Germans have thus far created (see p.323), finding their way around is a hit-or-miss affair, with the Keeper either rolling 1D100 **Cth** / drawing a card from the Action Deck **S^{av}** for a random location from Table 21: Vault Locations (p.326), or selecting a location as desired. Investigators with the German maps or journals may attempt to find key locations (marked as “Discovered”) by using the Navigate roll **Cth** / Knowledge (Navigation) test **S^{av}**, modified by the quality of the maps and/or exploration journals. Success means that the location is found, while failure indicates that the Keeper should roll again on the location chart or pick a suitable location. Locations labelled “Unique” are one-of-a-kind, while the others exist in multiples.

If the investigators have had psychic contact with the elder things (see Tea with the Elder Things on p.275), any investigator provided with the psychic map of the Vault can attempt an Idea roll **Cth** / Smarts test **S^{av}** when attempting to find their way. Success leads the investigator straight to the desired location, whilst failure means the Keeper should determine where the investigators end up.

INFINITE WORLDS

Thus far, the Germans have mapped almost a hundred of the Vault’s portals, finding a bewildering array of locations. In some cases, these environments were so unspeakably toxic or otherwise inhospitable to humankind, that the Germans simply marked the portals with chalk, signifying that they were to be avoided. They found many chambers in the Vault empty, perhaps cleared out by the elder things at the time of their exodus from the Elder City to their new colony at the bottom of the sea. Other chambers, such as storerooms and archives, were looted extensively by the explorers, the valuable artefacts brought back and catalogued before being sent on to Black Sun scientists to examine elsewhere.

The two highest-ranking German leaders in Antarctica — SS-*Sturmabführer* Griess and SS-*Hauptsturmführer* Fuchs — believe, correctly, that some of these portals lead to other times and places on Earth itself, and each has formulated plans for their courses of action should one of these portals be discovered and its existence related to them. The descriptions of Terrestrial Location and Alternate Era on p.338 provide information on these contingencies, each of which involves betrayal and mayhem, as

well as possible destruction of the Black Sun’s goals within the South Polar Region.

If the investigators reach the Vault under their own volition, they are free to explore this terrible place as much as they dare and as much as the Keeper is willing to let them discover insane new worlds filled with potential allies, enemies, and inevitable madness. However, the entire site is under immense pressure and is slowly being twisted apart by the monstrous gravitational effects of the portals. Even inside the Great White Space, this torsion upon the stuff of reality should be as evident as it is worrisome. The Keeper should keep the investigators on edge with the constant threat of collapse in the structures around them, emphasizing how unstable the portals seem, how the slabs of the pathway seem to be moving slowly away from one another, and even when inside one of the portal chambers, how the area around the portal is exhibiting signs of reality warping and damage emanating from the portal itself.

Fortunately, German soldiers sent into the Vault prior have performed some of the investigator’s work in the course of their earlier explorations. Locations on Table 21: Vault Locations labelled “Discovered” have been previously

...the chance of running into another
living being is next to nil.

encountered by the Germans, and whenever the investigators encounter one of these portals, the Keeper should have the investigator with the highest POW characteristic attempt a Luck roll **Cth** / the Keeper should have the investigator with the highest Spirit (at random if there is a tie) draw a card from the Action Deck. Investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates a success **S^{av}**. Success indicates that the Germans entered and explored the portal (if possible) beforehand, marked its contents on the maps, and labelled it in chalk on the frame of the portal itself. If a location is labelled “Discovered” and “Undiscovered” it means that there are multiple such locations and the Germans found some of them.

Encounters Within the Vault

In such a potentially infinite and long-abandoned space, the chance of running into another living being is next to nil. Should the investigators enter the Vault on their own, or at the behest of the elder things or Griess, the Keeper should have the investigator with the lowest POW characteristic attempt a Luck roll **Cth** / the investigator with the lowest Notice should make a Notice test **S^{av}**. If the roll is a fumble **Cth** / Critical Failure **S^{av}**, the Keeper should have the

investigators encounter something or someone, perhaps one of the following: an elder thing on a clandestine mission; a long-lost, maddened German explorer who was lost in the Vault; or even a wandering shoggoth, oozing from floating step to step, or clinging to a portal and practically dormant.

Encounters with other beings are also possible—from Mythos horrors such as the hounds of Tindalos or dimensional shamblers (both of which thrive in non-Euclidian space), to other planar wanderers such as flying polyps, Yithians, mi-go, or even star vampires—or the Vault’s floating passageways may be home to lost wanderers from across time and alternate dimensions. The investigators may see humans who accidentally wandered into the Vault from other eras of human history, or even parallel worlds, seeking to return home. The elder things had many enemies who would happily plunder their trove of knowledge, and the Great White Space allows them access to many unguarded treasures.

Should the investigators enter the Vault without Griess’ knowledge, and if she is in a position of power to do so, she orders a small search party comprised of four Pioneer Infantry, equipped in their Vault exploration gear as well as adequate firearms, to enter the Vault after the investigators and hunt them down. Only one of these men is affixed to the cable, while the others are loose. The Keeper should roll 1D6 every round (or periodically) when the investigators are in the Vault to determine if they spot (or are spotted by) the German soldiers looking for them, with a 50% chance of detection by the Germans. Once aware of the investigators, the Germans open fire, attempting to manoeuvre into a superior position that puts them between the exit and the investigators. Meanwhile, outside the main entrance to the Vault, Griess has ordered Fuchs to set up a group of eight *Panzergrenadiers* to watch for the investigators, taking them prisoner, so their secrets can be extracted in due course.

If Griess is extremely concerned about the danger presented by the investigators, she sends forth her three Black Sun Novices, as described on p.311.

Chambers Within the Vault

As noted above, the Vault contains countless portals, each leading to a particular chamber, suitable for a particular field of study. At its height, the Vault contained hundreds, if not thousands of such portals, but the millennia have seen a steady decline as they destabilised and were lost to the Great White Space. Like the Elder City, the Vault contains a myriad of opportunities for the Keeper to introduce interesting and indescribable experiences for the investigators to encounter.

MALFUNCTIONING PORTAL (DISCOVERED/UNDISCOVERED)

As the investigators approach this portal, they see that something is obviously wrong with it. The “window of light” that shines from it might be extinguished, leaving it naught

but a stone door-frame, or it might be flickering strangely, giving off unearthly radiance. Alternatively, the portal might be broken, and the light emerging from it altered in some impossible fashion, with fragments of snow, stone, or some material from the other side, drifting weightlessly around it. There may not be an intact portal frame at all, merely a few loose shards of stone or fragments, hanging in mid-air as if still fixed in their original position. Going through one of these is either impossible (for non-functional ones) or so foolhardy (for the clearly damaged ones) that the Keeper is encouraged to simply have the investigator disappear forever, lost elsewhere in the universe, or re-emerge as a horribly damaged corpse, frozen, or *bent* in some terrible new configuration.

INHOSPITABLE ENVIRONMENT (DISCOVERED/UNDISCOVERED)

Elder things are incredibly adaptable and able to survive unharmed in environments without air, in extreme cold, under intense pressure, or in areas of virtually no pressure at all. They can live without gravity for prolonged periods, exposure to radiation does not bother them overmuch, and they are equally adept at flight as they are at swimming or movement on land. As such, elder things are not at all discomfited by unusual environments that might be inhospitable or even toxic to humankind, and are likely even to require such conditions for various experiments or storage of valuables. The portal the investigators pass through leads to one of these such environments: a chamber filled with poisonous gas, intense gravity, unbearable heat, a vacuum, underwater, lethal radiation, or some other extreme environment that proves fatal should the investigator remain for more than a few moments. The Keeper should consult the spot rules on p.56 of *Call of Cthulhu, Sixth Edition* **Cth** / the **Hazards** section in the *Savage Worlds* rulebook **Sav** for advice on covering toxic environments, suffocation, fire, etc.

Portals that have been discovered previously by the Germans are labelled accordingly, with warnings such as “*Gefährlich!*” (“Hazardous!”) written in chalk on the portal frame, or sometimes with a hastily-scribbled “X” if the explorer was in too much of a hurry for careful labelling. As above, the chance of one of these being labelled is equal to the Luck characteristic roll for the investigator with the highest POW characteristic **Cth** / have the investigator with the highest Spirit draw a card from the Action Deck; investigators with the Luck Edge draw two cards and act on the best; those with the Bad Luck Hindrance draw two cards and act on the worst. A card of the red suit indicates the portal is labeled **Sav**.

DESTROYED PORTAL (DISCOVERED/UNDISCOVERED)

For these portals, the Germans found something inside that was so horrifying or repellent to them, that they had little choice but to destroy the portals outright, using explosives to

damage the frames enough that they no longer functioned. In appearance, some of these are identical to the less-intact portals described in *Malfunctioning Portal* (above) but they are all marked with scorches from the explosives, and fragments are inevitably drifting in the space around the portal's former location. This destruction was initially carried out without Griess' knowledge. When she became aware of the practice, she ordered it ceased, concerned (rightly so) that this would further damage the tenuous existence of the Vault, making all of *Die Sammlung* less stable (which it has).

In some cases, portals have been destroyed by means other than that of German over-prudence, usually by entities formerly kept or contained within the chamber, or by the torsion created by the Vault's instability. These broken remnants of portals may bear unusual signs of the beings responsible, such as a frozen layer of iridescent slime, deep claw marks, strange scoring, acidic burning, or sections of the debris that flicker in and out of existence. In extreme cases, the debris of the portal is somehow *orthogonal* to reality, a disquieting condition to behold—even in this place—whose defiance of reality causes investigators encountering it to attempt a Sanity roll (0/1D2 SAN point loss). **Cth** / a Nausea test **S^{av}**.

None of the destroyed portals are operable, and in few cases is there enough debris for the German Vault explorers to have even bothered with labelling.

EMPTY CHAMBER (DISCOVERED/UNDISCOVERED)

The investigators are disappointed (or possibly relieved) to discover that they have found a chamber in the Vault that has been thoroughly emptied, whether by the elder things, some rivals of theirs, or by the Germans. Such chambers could be of any size or configuration, perhaps with only rudiments of furnishings left, or stripped entirely clean, nothing whatsoever remaining. They are all relatively similar, though they may be round, pentagonal, or even cylindrical in shape, with ridged walls and tiles of green or black stone, either pitch black or lit through high narrow apertures that appear to open into the Great White Space, admitting shafts of disquietingly stark pale light.

ARCHIVE (DISCOVERED/UNDISCOVERED)

The elder things kept many archives, storehouses of the immense knowledge they had accumulated throughout their race's incredible lifespan and travels across the galaxy. This particular portal leads to one of these places, a large ring-shaped chamber at least 300 feet (91m) across, 60 feet (18m) high, with sloping walls and a slight flattened area serving as the floor, the whole place inlaid with pentagonal tiles.

Throughout the walls—inside and outside—are pentagonal “windows” and niches, thousands of them per archive, each filled with all manner of unusual items and bric-a-brac. These are covered with a tough, clear glass-like substance, the likes of which may have been encountered elsewhere

in the Elder City. Light shines from behind each of these, a wan light that glows and illuminates the objects within. The contents of each of these range from specimens of bizarre and unidentifiable life forms, pieces of unknown minerals, queer-shaped flasks of peculiar substances, racks of star-shaped soapstones, alien artefacts of all manner and make (clearly not all of the elder things' creation), cultural artefacts from unknown species or even aeons of human history, and various other things whose purpose can only be guessed at. At the Keeper's discretion, there may also be items familiar to investigators with wide exposure to the Mythos, such as apparent fragments of Mythos works like the *Eltdown Shards*, the *Celeano Fragments*, the *G'Harne Fragments*, or the *Phakotic Manuscripts*, either in a form similar to what is known of those works, or some other medium. Other, more recognisable items such as those made by the mi-go and Yithians are on display, as well. The Keeper is encouraged to use some items from the descriptions of elder thing artefacts on p.319 for inspiration: perhaps the elder things kept older and outdated versions of their tools for posterity.

Small markings in elder thing script are etched into the “glass” on each exhibit, but even a successful Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **S^{av}** reveals only generalities, such as the rough category of the item being viewed. Should the Keeper wish to further illuminate the investigators, descriptions of these items should be improvised or merely suggested.

The overall experience of viewing one of these collections, even if unable to understand or handle the objects stored therein, is as intellectually invigorating as it is disquieting. An investigator taking at least eight hours to explore one of these archives may attempt to roll for any of the following skills: Anthropology, Biology, Geology, Natural History, or Physics, and attempt an Idea roll **Cth** / a Knowledge (Science) test followed by a Smarts test **S^{av}**. If both rolls are successful, the investigator may add +1D6 to that skill so selected **Cth** / the investigator may increase the Knowledge (Science) skill by one die type **S^{av}**, as the investigator attempts to incorporate these new insights into their existing base of knowledge. This can be attempted once per skill. Even though it is purely mental work, this process of intuitive divination is quite taxing, and can only be attempted a maximum of once per day. The downside to this is that the struggle to process all of these alien sights and uncanny physical proofs of alternate manners of existence has a deleterious effect on Sanity. The investigator automatically loses 1 SAN point per point of knowledge gleaned from this study **Cth** / if the investigator gains a die in Knowledge (Science) he also gains 1d2 points of dementia **S^{av}**.

Unfortunately, the secret to opening these niches is lost to the ages, and those that are open are empty, so in this case the investigators can only gape at unusual items gathered from around the manifold worlds explored and conquered by the elder things. Even if the investigators are working alongside the elder things, they will never be trusted with

the secret to breaching these displays. Should the investigators attempt to open one of these by force, the substance has 24 points of armour, and can withstand 100 Hit Points of damage before cracking **Cth** / the substance has an Object Toughness of 18 **S^{av}**. An ingenious investigator with possession of one of the stone-shaping tools (see p.321) could potentially use it to carve the walls apart. Should the Keeper be disinclined to have the investigators suddenly in possession of such a collection of collected knowledge from the elder things and other alien species, the stone-shaping tool could simply not work against the stuff of the archive walls, or events could lead to the destruction of the archive and the Vault before it can be plundered.

ELDER CITY

(UNIQUE, DISCOVERED/UNDISCOVERED)

The investigator passes through the portal and emerges into the cold ruins of the Elder City, at a location to be selected by the Keeper or rolled randomly on Table 19: Minor Points of Interest on p.278. There is no return passage here, and the investigator may notice that the area surrounding their point of arrival is curiously affected by the energies expended by the portal, with carved or natural stone twisted in unusual ways and any nearby ice being shaped in an unnatural fashion. Should the investigator be without winter survival gear, the Keeper should consult the rules for cold survival provided in *The Shores of Death*, p.98.

THE PATH

(UNIQUE, DISCOVERED/UNDISCOVERED)

This portal opens into a location outside the Vault but still within the Elder City, beyond the path lined with Black Sun stela. If the investigator passes through this portal, they emerge into the area that is not protected from the reality-warping effects of the Vault. The Keeper should consult pp.303–309 for more information about this area, rolling on Table 20: Psychic Manifestations to determine what the investigator encounters upon arrival. The Keeper should roll 1D6: 1–3 indicates that the portal remains open and visible, while 4–6 means that the portal is closed, a one-way trip.

LABORATORY

(UNIQUE, DISCOVERED/UNDISCOVERED)

The portal opens in a vast chamber hundreds of yards (or roughly the same in metres) across. Many five-sided pillars support the ceiling high above. It should be immediately evident to the investigators that the contents of this room have been vandalised long ago, perhaps by enemies of the elder things or by their degenerate descendants, rebelling against those that had led them to the brink of catastrophe. This room is unnaturally cold, as well, almost as much as the Elder City itself, and the air is perceptibly different. With a successful Idea roll **Cth** / Smarts test **S^{av}**, or through guesswork, the investigators may surmise (correctly) that this chamber exists simultaneously within the Great White Space

and the Elder City, though buried far beneath the surface and unreachable by any other means than the Vault.

Buckled metal, shattered glass, and crumbled stone... all lie about the floor like autumn leaves, covered in a thick layer of the frozen grime of aeons past. Once tall columns of bulbous metal and wire now lean precariously against one another, somehow defying gravity. All is silent and still. A huge clear tank stands nearby, its inch-thick glasslike substance shattered long ago (by an unimaginable force), and its contents long since spilt. All that remains are a few inches of frozen liquid in which may be viewed some preserved specimens of ancient sea life. A successful Natural History roll **Cth** / Knowledge (Natural History) test reveals them to be a precursor to ammonites.

Every step that the investigators take into the room disturbs the debris, which crunches loudly, the sound echoing around the vast space. Beneath the debris, and visible in places through it, the floor is covered in an arrangement of slate tiles, each one a seemingly identical regular pentagon. Such a pattern is impossible according to our human understanding of geometry. This is noticed by any investigators that succeed in a Spot Hidden roll **Cth** / Notice test **S^{av}**, or who have their attention drawn to it by someone else. Anyone studying the tiles must make an Idea roll **Cth** / Smarts test **S^{av}**: success requires the investigator to attempt a Sanity roll (0/1D3 SAN point loss) **Cth** / Nausea test with a –2 penalty **S^{av}**. Investigators failing the Sanity roll **Cth** / Nausea test **S^{av}** are almost mesmerised by the seemingly impossible geometric tile design. An investigator that insists on sketching the tiles (in reality quite impossible) or making a charcoal or chalk rubbing is able to do so only if they succeed with an Idea roll **Cth** / Smarts test **S^{av}**, at which point the investigator also gains +1D4 points in the Elder Thing Lore skill **Cth** / gains a die type in the Knowledge (Elder Thing Lore) skill, with the appropriate restrictions that apply to this skill **S^{av}**.

The walls are lined in the same green soapstone that is seen elsewhere around the city, and from which the star-shaped tokens are made. The domed ceiling is made up of the same baffling pattern of pentagonal tiles that covers the floor of the laboratory.

HALL OF LEARNING

(DISCOVERED/UNDISCOVERED)

This cell is large, empty, and silent, its floor covered with green soapstone tiles and the walls covered with the *bas-relief* murals that adorn much of the Elder City, specifically portraying aspects of the elder things' scientific knowledge and their discoveries, their technology, and their biological experiments, particularly their work with the manipulation of strange resonant fields that surround and permeate matter and emptiness. An investigator taking a few hours to study these murals can attempt an experience roll for the Elder Thing Lore skill **Cth** / Knowledge (Elder Thing Lore) skill **S^{av}**. Success yields the investigator +1D3 points of the

skill **Cth** / yields a die type in the Knowledge (Elder Thing Lore) skill, with the appropriate restrictions that apply to this skill **S^{av}**, with only one attempt allowed per investigator.

BIOLOGIC STOREHOUSE (UNIQUE, DISCOVERED)

This chamber contains many pieces of scientific apparatus and specimens created by the elder things, as tests for their eventual release of their experiments into the Earth's gene pool. Pentagonal, honeycomb-like racks of various sizes, ranging from cells small enough to hold a cat to pens large enough to hold a rhinoceros, fill the room. These containers are fashioned of a waxy, amber-coloured material, and hold all manner of life forms for preservation and study. Each cell contains a translucent milky fluid, as viscous as treacle, and the cells are capped with a layer of the same waxy material they are made of, despite the amount of fluid within. If this seal is broken (and this is quite easy to do), the fluid spills out, holding together like albumen. The life forms suspended in each cell may be perfectly preserved or utterly rotten. The bad ones slough apart as they hit the floor, giving off unspeakable odours. For the more extremely deformed or decomposed specimens, the Keeper may require a Sanity roll (1/1D2 SAN point loss) **Cth** / a Nausea test **S^{av}**.

An investigator taking the time to study these specimens finds some remarkable creatures, including many unknown to modern-day science. Creatures whose size would be prohibitive to be stored here are represented by specimens in their infancy. Among the highlights are:

- Various early monotremes (egg-laying mammals).
- Potamornis, a strong-swimming predatory water bird from the Mesozoic era.
- Spinosaurus and other dinosaurs known to have walked the Earth 100 million years ago.
- Ichthyosaurs, strange, long-extinct marine reptiles.

When the Germans came across this chamber, they returned to *Die Sammlung* with a few of the better-preserved specimens. These were prepared and cooked as part of a banquet, an odd tradition German explorers have done across the world with other primeval creatures discovered preserved in ice. The experience was less-than-satisfactory, and was not repeated.

EXAMINATION ROOM (UNIQUE, UNDISCOVERED)

This chamber, deep within the Vault and as-of-yet-undiscovered by the Germans, was the facility where the elder things conducted scientific experiments and dissections long ago. The chamber is somewhat askew, almost 15 degrees off-centre, making it slightly disorienting to walk through. Like the other chambers in the Vault, the floors are covered in pentagonal tiles and the walls ridged and vaulted. The room is pitch black, with no source of light, and the investigators should notice that it is unusually warm in the chamber, much more so than the rest of the Vault, and considerably warmer

than the Elder City itself. Like the Laboratory (p.333) the portal to this room links to a space elsewhere in the Elder City, the chamber itself stitched into both places at once. However, the location of this facility in the Elder City is long-buried beneath rubble and ice.

Inside, the primary furnishings are three concentric rings of low tables, arranged pointing to the centre of the room, the centre of which is a large, irregular stony sphere with a rough surface, more than half-again the height of a human. Each table is roughly two feet (.4m) in height, and many hold specimens that have been dissected and experimented upon. Age has turned many to dust, or little more than desiccated remains, while others are frozen solid. Most of these are life forms created by the elder things, and investigators should recognize many species from all eras of Earth's history, though many are unrecognisable—either too rare to have a place in the fossil record, or offshoots that never made their way from the elder thing laboratories and breeding vats.

Some of the specimens, however, have been preserved in bubbles of clear gel, a substance created and used by the elder things, with the properties of a fluid, but able to hold its shape indefinitely. If the investigators experiment with the gel-cocooned specimens, they discover that it is possible to push hands (or foreign objects) through the gel, which reseals when the objects are withdrawn.

Though the Germans have not yet found this place, one of their numbers has joined the display. On one of the low tables, the body of a German soldier is cocooned beneath a dome of clear gel. The soldier's uniform has been sliced apart, and the body has been subjected to what appears to be a combination of scientific dissection and ham-fisted butchery (requiring a Sanity roll to view, with a potential loss of 0/1D3 SAN points **Cth** / a Nausea test with a -2 penalty **S^{av}**). Investigators may note that the man is in a *Panzergranadier* uniform rather than one of the armoured explorer suits. His rifle is lying on an adjacent table as if he placed it there himself. In fact he did, though there is no way for the investigators to know this. The German got here under his own power, mind-controlled with a stone collar by several elder things. They escorted him to the examination room, bid him lie down upon the table, and began to dissect him. The collar remains about his neck, though concealed somewhat by large flaps of skin peeled back from his chest, shoulders, and neck.

Horribly, the man is still alive, the gel keeping him preserved, though in unbelievable agony from the pain of the living autopsy, his sanity long since expired. Should any investigator spend any time looking at the German, they notice that he is breathing, almost imperceptibly, the sheathe of gel swelling and contracting with each movement of his lungs. Interfering with him or attempting to remove him from the gel inspires agonized cries of pain. The *Panzergranadier* grasps at the investigators, flailing about before attempting to break free and escape. He will die within 1D3+1 rounds of being set free, and only a critical success with the First Aid and Medicine skills **Cth** / a raise in

Elder Thing Exit Strategy

A COUNTDOWN CLOCK FOR THE ELDER CITY

The atavistic elder things remember the Sphere's location and have figured it into their scheme, planning to send one of their number or a mind-controlled human agent into the Vault to the Sphere's chamber, where they will trigger it and move all of the Elder City out of the Antarctic to a place of safety on the floor of the Pacific Ocean. This is a last resort failsafe, however, and will only be activated should Black Sun succeed in their diabolical plan to unleash the God in the Mountain upon the world.

If things are going poorly for the elder things and it looks like Black Sun and the Germans might win, the elder things will reveal the nature and location of the Sphere of Nath to the investigators in an attempt to enlist them to help activate it and evacuate the Elder City in its entirety. Such an action, however, would be suicidal to the investigators and anyone else inside the Vault, as the gross teleportation of the entire metropolis would cause immense structural damage to the Vault, collapsing it into the Great White Space forever, and flooding the city surrounding it.

The Sphere of Nath can, however, be "reprogrammed" by any of the elder things able to access it, personally or through psychic possession of a German or one of the investigators, sending the Sphere and a variable amount of the surrounding area to another location. Should they learn of the presence and nature of the Sphere of Nath, ingenious investigators may suggest using it as a weapon against Black Sun or even the God in the Mountain itself.

The Sphere of Nath is surprisingly dense and is SIZ 18 **Cth** / weighs about 300 pounds, and requires a Strength test with a -4 penalty (can be cooperative) **Sav** to move it. The ritual encoding required to alter its programming can be performed by any of the atavistic elder things, though they do so only if a plan seems sensible and has a chance of success. If asked, the elder things suggest transmitting the God in the Mountain or *Die Sammlung* into the depths of space, or onto the surface of the sun. Though this might not stop a risen Elder God, it will certainly destroy its physical form and take it out of commission for centuries at the very least, millennia if fortunate. They either request aid reaching the Sphere of Nath, or ask that the investigators recover it and bring it to them, transporting it from the Vault to a location they can reach safely.

Those witnessing the activation experience a sudden stillness around the Sphere, followed by a brilliant flash of white light, lasting only a fraction of a second. If inside the area being transported, the next thing they are able to perceive are the new surroundings. If outside the area, the witness sees only a quick flash as everything within a sphere-shaped radius disappears, replaced by a sudden rush of air entering the missing space. Aside from the sudden creation and dispelling of a vacuum, the entire disappearance is eerily silent.

Cth The ritual, however, has a down side, in that it requires the sacrifice of at least 200 points of permanent POW to work successfully, no matter how great or small the desired amount of matter and the distance of the destination is to be. When activated, the Sphere of Nath drains 4D6 points of permanent POW per living being around it, in order of proximity, continuing to drain living target after living target, one per round, until it has reached 200 POW, at which point it activates. If there are no living beings, or not enough to reach the required POW total, within 10 yards (metres) range, it will not activate, and the stored POW will dissipate, 1D6 points per round until it is empty. In the past, when it was activated, the device was surrounded by a circle of strong-willed elder things (those with high POW), each willing to risk death for the salvation of their people.

Sav The ritual, however, has a down side, in that it requires the sacrifice of at least 40 die levels of Spirit to work successfully, no matter how great or small the desired amount of matter and the distance of the destination is to be. When activated, roll 1d6 for every living being around it. On a result of 1-3, the Sphere of Nath *permanently* reduces the target's Spirit die by one (e.g. from a d6 to a d4); on a result of 4-6, it *permanently* reduces the target's Spirit die by two (e.g. from a d8 to a d4). A target whose Spirit goes below a d4 dies. The Sphere of Nath continues in order of proximity, draining living target after living target, one per round, until it has reached 40 die levels, at which point it activates. If there are no living beings or not enough to reach the required Spirit total, within 10 yards (metres) range, it will not activate, and the stored Spirit dice will dissipate, 1D6 points per round until it is empty. In the past, when it was activated, the device was surrounded by a circle of strong-willed elder things (those with high Spirit), each willing to risk death for the salvation of their people.

a Healing test **Sav** can save him. Even if saved from death, the man will need invalid care for the remainder of his life, as well as suffering 2D6 points of loss to his STR, CON, DEX, and APP characteristics from the injuries done to him **Cth** / losing two die types in all physical traits, down to a minimum of d4 **Sav**. Experiencing the man's reaction to being awakened provokes another Sanity roll, with 1/1D4 SAN points at stake **Cth** / provokes a Horror test **Sav**.

Should the investigators examine the large stony sphere in the centre of the room, they discover that it is radiating heat throughout the chamber. The surface of the stony sphere is rough and immensely hot to the touch, providing a perpetual heat source. If the investigators attempt to damage or break the surface (4 points of armour, 8 hit points to destroy a hole 1 SIZ in size **Cth** / Object Toughness 8 **Sav**), they find (to their dismay) that contained within each stone sphere is a shoggoth, kept inert in a foul, alkaline chemical solution, somehow causing the creature to generate heat. A successful Listen roll **Cth** / Notice test **Sav** reveals the sound of liquid movement from inside, and knocking on one of these spheres reveals that they are apparently full of liquid

Investigators working alongside the elder things may be asked to assist with this task, humans leading an army of monsters against an army of monstrous humans.

that responds to stimuli. Should the stony exterior be broken through, the dormant shoggoth inside becomes fully active in 1D6+2 rounds, and oozes through even the smallest hole in the sphere, squeezing 1 SIZ through the hole per round per point of SIZ of the hole **Cth** / It takes eight rounds to ooze out, gaining one size level every two rounds. Thus the size bonus to attack it becomes +1 after two rounds, +2 after four, and so on until round eight, when the Shoggoth is considered Huge and attacks against it receive the full +4 bonus **Sav**. Statistics for shoggoths are found on p.173 of *Call of Cthulhu, Sixth Edition* and on pp.231–232 of the KG.

Opposite the portal that allows access from the Vault, another gateway has been made, this one a magical bridge between a site in the Elder City now held by the awakened atavistic elder things. The gate appears as a simple archway, and was constructed by the mind-controlled German soldier lying on the table. This appears as a ring of disquieting glyphs in the elder thing language, made in the same white chalk that has been used to mark up the portals in the Vault. A successful Spot Hidden roll **Cth** / Notice test **Sav** reveals a slight shimmer to the wall itself, betraying its magical nature. Anyone passing through the arch finds that they have emerged into a quiet secluded passageway in the Elder City, far outside the area controlled or patrolled by German forces. There is a chance equal to the investigator's POW that **Cth** / if an investigator draws a deuce from the Action Deck then

Sav 1D3 atavistic elder things are nearby, undertaking some effort to rid the Elder City of the German intruders.

GESTATION CHAMBER (UNIQUE, UNDISCOVERED)

This cell is a disturbing change from the others the investigators may have encountered within the Vault, considerably warmer and full of movement, air damp and indescribably rank. The room itself is akin in shape to an onion-dome such as those found in Russian architecture, though with a flat bottom for a floor, perhaps 150 feet (45m) in diameter, and the same in height. Five stone spheres are organized into a ring around the room, roughly equidistant from one another and from the walls and centre. If the investigators have entered the Examination Room (prior) they recognize the stone spheres as the source of heat. If they have not been there, the Keeper should consult that room for a description of the spheres.

The room is a smaller version of the Crucible (see p.291), essentially a nursery in which the elder things would release genetic material and see how it hybridized with their shoggoth proto-matter. Currently, it is quite active, and all over the floor of this cell and up the walls are fist-sized globules of proto-shoggoth material, moving around like garden slugs, causing investigators to make a Sanity roll (0/1 SAN loss) **Cth** / a Nausea test **Sav** when they see what is happening. In places, there seem to be large knots of tendrils that are disturbingly barrel-shaped, made of the same slick, slimy substance of the creatures crawling on the floor. Should the investigators grow near to one of these, it suddenly “blossoms”, opening up to reveal fan-like wings and clusters of tendrils where its head would be, as well as regular clumps of tendrils emerging from its mid-section. This crude imitation of an elder thing provokes a Sanity roll from any witnesses, with a possible 0/1D6 SAN point loss **Cth** / a Horror test **Sav**.

Some of the degenerate elder things released their own spores into this chamber, and these have now settled and begun to interact with the proto-shoggoth material incubated here. Fungoid tendrils have formed and have taken root, creating clumps, which then grouped together, coalescing into hybrid monsters: elder things made up of a multitude of misshapen fungoid-infested mini-shoggoths. They look like a child's drawing of an elder thing, albeit a child with severe emotional issues and an overactive, morbid imagination.

Surveying these horrors, the elder things put aside their revulsion at this ghastly mimicry of their form and recognised them as assets, a legion of monstrous and docile creatures that would do their bidding, much in the manner that the shoggoths once did, though with far less use. Even though this makeshift army is not yet fully developed, it may be used anyway, shock troops made all the more horrific for being only half-formed. Attuned to their genetic heritage as hybrid of elder thing and shoggoth, they are extremely suggestible and readily obey the commands of their creators. Should one of the investigators be possessed by an elder thing, the

creatures recognize that dominating presence and respond to it, offering no harm to the possessed investigator or anyone accompanying them.

When the elder things ready their attack against the German forces occupying *Die Sammlung* and the rest of the Elder City, they enter the Vault and lead these grotesque hybrids out, sending them after the Germans as a diversionary tactic for their real objectives. Investigators working alongside the elder things may be asked to assist with this task, humans leading an army of monsters against an army of monstrous humans.

The only other items of note in the room are several open metal cylinders of dull grey metal, each the size of a human forearm, opened and cast seemingly at random across the floor. Looking inside these reveals thousands of tiny spores remaining, almost too small to be seen with the naked eye.

MIMICKED ELDER THINGS, PATHETIC IMITATIONS OF A ONCE-GREAT RACE

Cth STR 24 CON 15 SIZ 20 INT 5
POW 10 DEX 9
Hit Points: 18; Move: 8.

Damage Bonus: +2D6.

Weapons: *Tentacle* 30%, damage is equal to damage bonus.

Armour: none.

Spells: none.

Sanity Loss: 0/1D6 SAN points to view a hybrid elder thing.

Sav **Attributes:** Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10.

Skills: Fighting d6.

Pace: 6; **Parry:** 5; **Toughness:** 7.

Edges & Hindrances: none.

Special Abilities

- **Large:** Attackers add +2 to attack rolls against these beings.
- **Tentacle:** Str Damage.

TERRESTIRAL BIO-DOME (UNIQUE, UNDISCOVERED)

When investigators enter this chamber, they should immediately think that they have left the Vault, the Elder City, and even Antarctica itself, emerging at the top of a ridge of a bowl-like valley containing a fantastic jungle, over which hangs a thick mist. This room is vast, tens of thousands of yards (metres) across, a half-globe, filled with life, warmed by



thousands of shoggoth generators scattered throughout the chamber. A successful Natural History or Biology roll **Cth** / Knowledge (Science) test **Sav** reveals that the chamber is full of a number of species of jungle plants that covered the world millions of years ago, long since extinct or changed beyond recognition. The air is thick and humid, and smells of rotting vegetation, apparently a self-sustaining ecosystem sealed in a terrarium. High above the investigators, apparently set into the roof directly overhead, is something resembling a sun, though the warmth in the room does not emanate from it. This is, in fact, a window into space, opening onto a view of the sun, cycling through light and dark every twelve-hour period, powered by an ancient-but-still-functional Gate spell, placed there by the elder things.

Many animals also live here, some of which resemble long-extinct jungle animals, as well as many that have not been seen elsewhere on the Earth. Additionally, there is a small village containing a primitive tribe of humans captured long ago from long-vanished civilisations such as those of Lomar and Mu, long descended back into barbarism, yet living utterly in harmony with their sealed environment. *Call of Cthulhu*, Sixth Edition **Cth** / the *Savage Worlds* rulebook and the KG **Sav** contains a variety of natural and unnatural creatures that might be represented here in some fashion, and the primitive tribal society are essentially human, though they speak no known language and their culture is unrecognisable. They worship the elder things, though as gods rather than scientists, but they have not seen the object of their devotions for generations.

This chamber contains an entire ecosystem and plenty of scope for adventure, should the Keeper wish to allow a diversionary “Lost World” style adventure in the midst of the battle with Black Sun, or as an intriguing and unexpected sequel.

THE SPHERE OF NATH (UNIQUE, UNDISCOVERED)

The portal to this facility opens into a large, round chamber, roughly 225 feet (68m) across, with a slight *omphalos*—a rise—in the centre, upon which rests a globe of a smoky bluish-black hue, not much larger than a bowling ball, dull to the sight yet appearing to have an eerie sense of life to it. The surface is rough and cold, covered with inlaid lines and set in several places with greenish stone emblems that appear to represent fantastical beings. In some ways, it resembles a relatively primitive armillary sphere, though conforming to no known terrestrial destination and featuring no markings to elaborate on its purpose. The scale of the chamber surrounding it is almost incongruous, such a large room with a relatively small item in the centre. The elder things built a ring-shaped walkway around it, with one path to the door and one to the base of the sphere itself, though located on the opposite side so that anyone entering the chamber would have to walk a half-circuit around the centre before being able to walk to the centrepiece itself.

A successful Cthulhu Mythos or Elder Thing Lore roll **Cth** / Knowledge (Mythos) or Knowledge (Elder Thing Lore) test **Sav** identifies this relic as a powerful piece of elder thing technology, a Sphere of Nath, a fail-safe developed during the wars with the mi-go as a means of ensuring that the elder things’ technology not fall into the nippers of the fungi from Yuggoth. Once activated, a Sphere of Nath creates a globe-shaped field of energy that rapidly expands, with the device as the central point, a complex means of transporting all matter it encompasses through the Great White Space to a set of coordinates preselected by the engineers that built it. As with most of these devices, this Sphere’s predetermined destination is in the sea, far beyond detection and away from the immediate threat, deep within a marine trench, yet nowhere near the existing elder thing colony. The Keeper should consult Elder Thing Exit Strategy on p.335 for more information.

There is nothing else in the chamber.

TERRESTRIAL LOCATION (UNDISCOVERED)

The portal opens somewhere else on the Earth, a location chosen by the Keeper. This can be anywhere, perhaps a remote location famed for strange occurrences, an urban environment where reality has been weakened through occult activity or unorthodox scientific experimentation, or some ancient and mystic place such as the Plateau of Leng. When arriving, the investigator may need to make a successful Idea or Knowledge roll **Cth** / Smarts test **Sav**, to ascertain where they are, based on the language spoken or the appearance of the environment. If the investigators return to the Vault and fall into German hands, Griess is especially interested in learning all she can about their discovery.

The Keeper should consult The Enemy of My Enemy (p.340) if the investigators are in Nazi hands when they make this discovery.

ALTERNATE ERA (UNDISCOVERED)

This is it, the exact portal that Griess is looking for, a gateway through time itself, linking the Vault to another point in human history, whether future or past, far enough from the present that any who are alive now will be far from born or long-deceased. As with the portal to another location on Earth (described above), an investigator entering this portal may need to make a successful Idea, Knowledge, History, or Anthropology roll **Cth** / Smarts or Knowledge (Science) test **Sav** if voyaging somewhere in human history, or a Natural History roll **Cth** / Knowledge (Natural History) test to identify surroundings that pre-date humankind. The portal is stable, and can be travelled through back-and-forth, enabling the investigator to return to the Vault.

If the investigators have been co-opted into working for Black Sun when they make this discovery, the Keeper should consult Lost in Time (p.340) for the likely response by Griess.

MYTHOS LOCATION (UNDISCOVERED)

This portal leads the investigators to some location crucial to the Cthulhu Mythos, picked by the elder things as a source of curiosity. As such, the list of possible destinations is limitless, spanning time and space, across the galaxy and into alternate dimensions. Like the location upon the path to the Vault (p.306), the investigator may emerge into a world known only to certain occult societies or from damned knowledge imparted by blasphemous tomes. The Keeper may have the investigators emerge into the bustling market in the streets of one of the Dreamlands' more civilised cities, or have them emerge onto the shores of Lake Hali in Carcosa, Shaggai from before its destruction, the Great Library of Celeano, the court of the hounds of Tindalos, prehistoric Yaddith, the ancient world of Xoth from which Cthulhu and his star-spawn came to Earth, distant Aldebaran and its doom-laden inhabitants, or Yuggoth, home of the hated mi-go. Whilst the Great Library of Celeano may provide the investigators with an opportunity to learn spells from the librarians, and a sojourn in the Dreamlands might create the opportunity for communion with the cats of Ulthar, the Keeper should impress upon the investigators the danger of staying too long, considering what is at stake outside.

FINALE

Like the battle of Ritscher Station, the outcome of this campaign depends entirely on the actions of the investigators. The circumstances under which they arrive in the Elder

City—whether clandestinely through the Elder Tunnels or via a daring air landing under German anti-aircraft fire—sets the tone for almost everything else that happens afterward. The investigators can join in a devil's bargain with at least two different possible enemies; the elder things; the cell of *Nachtwölfe* sleeper agents; or even Griess herself, aiding her in escaping the threat of reprisal from her Black Sun masters.

Depending on how obvious or destructive the investigators' activities are, the situation in the Elder City could be resolved quietly, even anticlimactically, with the investigators quickly neutralizing any chance of Black Sun setting off their psychic scream. Or it can be a complete nail-biting catastrophe, with twists and turns as the situation escalates, reinforcements for Allies and Germans alike screaming over the mountain ridge that bounds the Elder City, the investigators struggling to navigate a labyrinth of betrayal and fear with their souls and selves intact!

Throughout play, the Keeper should track what the investigators have accomplished, taking note of the likely German response. By the time the investigators reach the Elder City, the Germans may have been able to muster a considerable response, sending out a call across the entire South Polar Region for all assistance possible. This gives the Keeper a near-unending source of enemies to oppose the investigators, continuously ratcheting up the tension and the urgency of their mission. Table 22: Victory Conditions (see above) presents the Keeper with a list of goals the investigators may have achieved, or events that may have occurred, allowing the Keeper to keep track of the overall course of events prior



to and during the finale, adapting the outcome of events toward a particular resolution: whether triumph or tragedy.

For the purposes of delivering a rollicking thrill-ride of a mission, the Keeper is encouraged to complicate matters as much as possible through all of the potential vectors described both previously and below. If the investigators feel that they can trust the elder things, have one of the creatures suddenly decide it is time for an impromptu dissection of one of the heroes. Keep the player's guessing. The investigators may be captured by a squad of *SS-Panzergranadiers* assigned to Black Sun, but in transit they might be sprung by the *Nachtwölfe* covert cell, who received word from Oberst Wernicke of *Luftflotte Antarktika*, seeking redemption and a means of coming out on the winning side. They might also emerge from the Vault, on their way to confront Griess, learning that they are too late, the psychic scream was set off while they were wandering in the Great White Space.

Ultimately, this last sprint of the campaign should build continuously, keeping the investigators guessing as to how things will turn out. The following sections cover the major elements leading into the finale, and the Keeper is encouraged to use these as desired, alter or ignore them if they have become unlikely, or add new elements into the mix to reflect the realities of the situation as it has arisen in play.

Lost in Time

If the investigators entered the Vault and discovered a portal to another time on behalf of Griess, willingly or unwillingly, they have discovered a potential resolution. Griess interrogates them fully and orders the investigators held whilst she claims that she will explore the portal herself. She puts the rest of her forces on full alert, ordering that they pay close attention to the whereabouts of Fuchs and his most loyal officers. Next, she chooses one of her Black Sun novices (or a suitable investigator, if they have impressed her with moral pliability) and gets suited up for a sojourn into the Vault, taking with her the leather satchel she prepared for this eventuality (see p.314).

Just as Griess reaches the entrance to the Vault itself, she removes the radio detonator from the satchel, and with it, activates the charge placed beneath the Focal Chamber. As quickly as possible, she then leaps through the portal as the world around those outside the Vault suddenly erupts into chaos, trusting that the destruction of reality around *Die Sammlung* will be slow enough to give her time to reach the desired portal. Once there, she leaps through and does her best to stay clear of history, lest a vengeful Weissler finds a trace of her in some historic record. The investigators, likely trapped in *Die Sammlung*, must free themselves and flee alongside the Nazis, perhaps being rescued by a wing of elder things, grateful for past assistance, or by *Nachtwölfe*'s sleeper agents. Without Griess to lead them, *Nachtwölfe*'s agents strike, Black Sun falls apart, and Fuchs surrenders to the incoming Allies on the condition that his men be treated humanely.

The Enemy of My Enemy

Both Griess and *SS-Hauptsturmführer* Arno Fuchs (p.315) are interested in what the Vault holds, particularly if it means an escape. Though Griess is fanatic about Black Sun, she is also pragmatic enough to know that it could fall just as easily as the rest of the Third Reich, and seeks an escape into the past or future, where she can make her own freedom, far and away from Exarch Weissler's reach. On the other hand, Fuchs seeks a means of getting his remaining loyal soldiers out of Antarctica, ideally to a place where they can continue to fight for an eventual Nazi victory. So each of them has a strong interest in sending explorers into the Vault, where the portals can potentially offer one of these escape routes.

If the discovered portal leads to another place in the world where a group of Nazis could conceivably find safe haven, Fuchs and the *Panzergranadiers* still loyal to him attempt a coup, opening fire on Griess' *die Toten* guards and attempting to neutralise her and the other members of Black Sun. They do not take direct action against the investigators, and Fuchs offers any interested investigators a chance to leave with them before leading his men to, and hopefully through, the portal. He has spies among Griess' loyalists, and quickly learns if she has sent outsiders into the Vault.

If the investigators do not willingly provide the location of the desired portal, Fuchs resorts to any means necessary to see that he gets that information before Griess does. If it comes to a showdown, the fight between the two factions will be bloody and brutal, and the investigators may well help swing the battle in one direction or another. The *Nachtwölfe* sleeper agents within Black Sun also come to the fore here, making for a confusing mass of betrayal and infighting as the Nazi organization in *Neuschwabenland* collapses on itself in a matter of hours. As this happens, the elder things either strike or choose to simply stand back and let the humans kill themselves. The Allies arrive on the ground and through the air, and the demoralised German forces surrender *en masse*.

VICTORY CONDITIONS

The Keeper may be wondering how to reconcile all of the potential actions the investigators have taken, all of the past momentum gained through actions prior to the Elder City, versus any victories achieved by the German forces and Black Sun. One easy method is for the Keeper to select an outcome based on a general feeling for how the campaign has been going so far, or picking the desired ending and skewing events in the final confrontation towards that inevitable end. This is a perfectly valid and intuitive means of determining what happens, and is perhaps the easiest to narrate and bring about.

However, if the Keeper wishes to impart a feeling of absolute fairness to the decision, or does not have a particular preference either way ("everyone loses" endings can be

just as satisfying as “everyone wins” endings), the following system is suggested, in which the Keeper tallies up points based on victories achieved by the investigators, conditions created by prior events, or by actions successfully undertaken by the German forces. These values are presented in Table 22: Victory Conditions on p.343. These points are totalled, the sum indicating what the outcome should be.

If the investigators (and Allies) score 13 or fewer points, the Keeper should consult the section The Mountain that Wakes (below) to determine the outcome of their failure to stop the awakening of the God in the Mountain. After witnessing such calamitous times, the investigators may live long enough to endure the events described in Black Sun Victorious: *Götterdämmerung* on p.347.

If the investigators (and Allies) have achieved 14 or more points, the day is saved and the forces of Black Sun are sent down to hell in utter defeat and ignominy. The Keeper should consult the section titled Black Sun Defeated: *Exeunt*, Stage Left on p.346 for more information.

The Allied Arrival

As noted at the beginning of the campaign, the investigators serve as the point of the spear that is the Antarctic Command Group. The existence of the Elder City was known from the get-go, due to the reports from earlier expeditions, so there was always the possibility that there might be a Nazi presence to be dealt with, though its extent was unknown. Few other than Rear Admiral Byrd and some of the clandestine agents embedded onto Jeremiah and within the Soviet submarine fleet had an inkling of the Mythos threat the city housed, but given the Nazi penchant for mysticism and strange technology, their focus on the Elder City should have been viewed as a certainty, rather than a possibility. From the moment soldiers landed upon the shores near Richter Station and discovered the existence of Black Sun's activities, the Allies and the Soviets have been steadily advancing toward the Elder City, however unknowingly.

So, when the investigators arrived in the Elder City, some sort of radio contact should have been established (see Radio Free Antarctica on p.244) to brief the Antarctic Command Group on the situation, and (likely) provide coordinates and request support.

WINTER HAS COME

Though they are nominally part of the Antarctic Command Group, the Soviets have cooperated when it has suited them, assisting the Allies but answering only to the orders provided by the NKVD, their highest command, placed in charge of all matters relating the Antarctic assault. Investigators may recognise the hand of Institute 21 in this. Once Ritscher Station was secure, they launched hundreds of half-tracks and snow-capable vehicles, accompanied by thousands of poorly-equipped but loyal men on skis and dogsleds captured from the Germans. Moving as quickly as possible, they

surged across the South Polar Region, mere days behind the investigators, moving doggedly towards a final location. Among them are the 35th Red Banner Army and the 101st Rifle Division.

Though dozens of men have lost extremities due to frost-bite or have even died from exposure, the rugged Russian spirit has kept them moving, ever forward, on to this final confrontation with their hated foes. Unbeknownst to the rest of the Antarctic Command Group, other Soviet mega submarines landed at the Amery Ice Shelf, far closer to the Mountains of Madness than Ritscher Station. Once on land, the Soviets fielded a sizeable force in *Aerosani* snow-mobiles and on skis, these men far better equipped than their fellows from Ritscher. All are ordered to cross the Antarctic and enter the Elder City by any means necessary.

If the timetable the investigators have kept to makes it impossible for the Soviets from Ritscher Station to have arrived in the Elder City, the Keeper should introduce this second group, surging over the ridges in snow-tracked tanks and snowmobiles, eager to engage the German forces in the Elder City regardless of any orders from the Antarctic



Nachtwölfe training steadying his nerves, Starkmeister Wyatt readied his Force Plates against the tentacled horror's onslaught. The foul creature, hybrid spawn of alien technology and grotesque biology, rushed at him with malevolent fury!

Command Group. These men follow their own leaders, use their own tactics, and are not overly concerned with Allied forces (or the investigators) caught between them and their enemies. The Russians see the South Polar Region as their last chance to utterly eradicate Nazism from the Earth, and readily sacrifice every last man towards that end.

In moments, investigators hear the drone of aircraft engines and the staccato response of anti-aircraft guns.

As things seem dire for the investigators, they may be heartened by the spectacle of the Russian arrival, soldiers of the 28th Ski Brigade, firing on the Germans the moment they cross into the Elder City. It is not enough to turn the tide, but it might make a difference.

*Snow will conceal a
multitude of deaths.*

-A. Dubois

Air Strike on the Elder City

As things seem most dire, with the investigators outnumbered and perhaps even captured, the long-unheard sound of German air sirens echo across the mountain canyon containing the Elder City. German soldiers race to every high position and to the few anti-aircraft gun emplacements across the city, and mobilise what ground resistance they can, heading to the vehicle hangar (p.116) to get some motorised cavalry out into the field. Griess immediately orders the preparations for the psychic scream set into motion, a series of actions described in Countdown! on p.348.

Once Luftflotte Antarctica gave the Antarctic Command Group an airstrip and dozens of Antarctic-capable planes, the Allies quickly began to assemble an air-wing, ferrying fuel across from Jeremiah and to various sites across the South Polar Region. When the investigators were able to verify that the Elder City was in fact Black Sun's key location on the icy continent, it became a priority to reach it. Allied and Soviet forces alike filled every aircraft they could, going as lean and light as possible yet maintaining their combat readiness. Among them are the No. 200 Flight RAF (piloting



Table 22: Victory Conditions

Location	Outcome	Value
Ritscher Station	Germans defeated	+1
	Allies defeated	-3
Luftflotte Antarktika	Germans defeated	+1
	Allies defeated	-3
Antarctica Theatre	Antarctic battleground tipping in German favour	-3
Elder Tower (Site 43)	Orb in the Elder Tower disabled	+2
Elder City	German forces forewarned about Allied assault	-3
	German forces trickle in to support Black Sun	-2
	Der Stromzentrum disabled	+3
	Focal Chamber disabled or Norns neutralized	+1
	Investigators captured	-1
	City Engine disabled	+3
	Shoggoth titan unleashed	+2
	Assistance from <i>Nachtwölfe</i> sleeper agents	+1
	Assistance from <i>Nachtwölfe</i> air strike	+1
	Elder thing hybrids unleashed	+1
	Elder things arrive from remote colony	+1
	Destruction of Die Sammlung	+3
	Germans descend into infighting between Fuchs and Griess	+1
	Allied ground and air support arrives	+2
	Intervention from Black Sun superiors (Weissler, etc.)	-3
	Griess killed	+2
	Psychic scream activated	-10
	Sphere of Nath utilized tactically	Special

other planes due to their Liberators being unable to make the ascent to the Elder City's altitude) and the Soviet 98th Guards Airborne Division, along with many other forces less-commonly associated with aerial assault.

In moments, investigators hear the drone of aircraft engines and the staccato response of anti-aircraft guns. Aircraft fire stitches the ground, bullets ricocheting across the ancient, frozen ruins, the new damage a mere scratch compared to that wrought by time. Thunder crashes and the ground shakes slightly as bombs begin to strike the Elder City near or at whatever locations appear to have strategic value. If the investigators have been able to maintain any sort of radio contact with the Allies, the attacks will be more accurate and the German ground resistance will be dealt with much quicker. Their first goal is to take out the anti-aircraft fire

and then to liberate the air strip (p.286), landing as many planes as they can on it. After the initial wave of resistance is knocked down, the sky is suddenly dotted with the shapes of parachutes, with paratroopers landing across the Elder City, in some cases firing down on German ground forces as they do so.

In the midst of all this, if they are free to do so, the investigators can assist by providing ground logistics and spotting duties via radio, or they can use the opportunity provided by the distraction to follow Griess, keeping her from setting off the psychic scream.

WOLVES OF THE AIR

If the investigators (or Allies) were able to keep Oberst Wernicke alive when they took *Luftflotte Antarktika*, they are treated to the incongruous sight of German planes flying

The God in the Mountain

A god is entombed deep within the highest range of the Mountains of Madness, there for longer than even the elder things have inhabited the Earth. Even whilst dormant, its baleful emanations radiate outward, through miles of rock and ice atop it, affecting the elder things themselves, cursing their race with melancholia and degeneracy, until they had withdrawn entirely from the surface world, fleeing deep into the earth to raise sunless cities in cold and buried seas. All this time, whilst continents merged and broke apart, mountains rose and fell, and life sprang from an idle experiment to infest the entire globe... the God in the Mountain slept. No entities tend to it, no worship is made for it, and no living being knows with any certainty its true identity... the name of this torpid deity.

Even the elder things dared not name it, for fear of giving it power. The name for it in their strange, piping tongue translates simply as "The Waiting One." Should an investigator succeed in an Elder Thing Lore roll **Cth** / Knowledge (Elder Thing Lore) test **Sav** when asking about the God in the Mountain, the only information they know is that it predated the elder things, and that their initial exploration into the mountains ended so horrifyingly that they forever forbade any of their scientists from further inquiries about the nature of the entombed titan.

IALDABAOTH, THE DEMIURGE

Reinhardt Weissler, Exarch of the Black Sun, believes that the God in the Mountain is a primordial avatar of the Outer God, Yog-Sothoth, the patron deity of Black Sun and sorcerers throughout the ages. He has named this manifestation of Yog-Sothoth, "Ialdabaoth" ("child of chaos", the demiurgic leader of seven archons from the Ophite branch of Gnosticism). The name *Ialdabaoth* also has alchemical significance: a liberating result of alchemical transmutation that changes dark and unformed matter into its pristine and gleaming new state. This suits Weissler's needs perfectly, for it is the awakening of Ialdabaoth (the transmutation) that will reform the dark and fallen clay of this world into a shining and pristine new form.

The name Ialdabaoth is also used in place of Samael, a satanic creator god of antiquity. It is unknown whether Weissler has gleaned this cosmic truth about the identity of the God in the Mountain, or if this identification is a construct of his own making, personifying the entity and thus imposing his will upon it. If an investigator learns the name Ialdabaoth, a successful Occult roll **Cth** / Knowledge (Occult) test **Sav** reveals its connections with the Ophite strain of Gnosticism, and a successful Cthulhu Mythos roll **Cth** / Knowledge (Mythos) test **Sav** points out that this is an obscure alternate name for Yog-Sothoth, or perhaps one of its lesser-known manifestations.

...BY ANY OTHER NAME

For a variety of reasons, the Keeper may wish to conceal the true identity of Ialdabaoth from the investigators (and the players themselves). Yog-Sothoth (described fully on p.200 of **Call of Cthulhu, Sixth Edition** and on p.220 of the *KQ*) is considered to be one of the more powerful Outer Gods in the Mythos, and as such, represents such a vast and unknowable force beyond human comprehension. One of Yog-Sothoth's many aspects is as a traveller and an opener of doors, which presents an interesting conundrum: "Why would the avatar of an infinite and ageless being be dormant in a mountain under Antarctica?" Black Sun's mad science cultists obviously have no idea, and it is a forbidden mystery to the elder things, the ones who would most likely know.

It may be also that the investigators are already accustomed to hearing the name Yog-Sothoth, and could conceivably be unimpressed by this information. Or perhaps the players themselves will be blasé about the revelation of the God in the Mountain's true nature, defeating much of the power of the unveiling.

Exarch Weissler has imposed the Ialdabaoth identity upon the God in the Mountain, claiming divine insight into this heretofore-unguessed-at cosmic truth, but this does not necessarily mean that he is correct or even honest. This uncertainty frees the Keeper to assign any identity desired to the slumbering titan if desired. The God in the Mountain can be an avatar of another favoured Outer God, Elder God, or Great Old One.



For a simple alternative, the God in the Mountain could be one of the Lesser Other Gods described on pp.191–192 of **Call of Cthulhu, Sixth Edition**, either named Ialdabaoth or remaining nameless.

Azathoth, the primal source of all life in the universe, can be an interesting choice for an avatar slumbering within the mountain. Azathoth is long identified with the demiurge, suitable for the identity of a demiurgic avatar called Ialdabaoth. Azathoth appears in **Call of Cthulhu, Sixth Edition** on pp.183–184, and on p.217 of the *KQ*.

Abhoth, for example, is an excellent choice, as it is already associated with Antarctica, and is attributed as the source of all life on Earth. Abhoth is described in **Call of Cthulhu, Sixth Edition** on pp.181–182, and has extensive coverage in *Achtung! Cthulhu: Terrors of the Secret War* (pp.16–19).

Daoloth, with its connection to the *Blauer Kristall*, is another natural to be represented within the mountain in avatar form. This could present a quandary later, if *Nachtwölfe* has allied with the investigators against Black Sun, and then recognise the nature of the entity as one they are so closely associated with. See pp.187–188 of **Call of Cthulhu, Sixth Edition** and p.218 of the *KQ* for information on Daoloth, as well as pp.100–101 of the *KQ* for discussion

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of the Outer God's pernicious and discrete influence on *Nachtwölfe*.

Cth Like Abhoth, the Outer God Ubbo-Sathla is associated with the Antarctic, dwelling underground in an unimaginably deep cavern, reachable only through terrifying fissures filled with its spawn. Ubbo-Sathla is described in *Call of Cthulhu*, **Sixth Edition** on pp.197–198.

Should the Keeper wish to keep the God in the Mountain locked in the mountain, the upcoming **Achtung! Cthulhu** campaign book *Bye Bye Baby!* deals with the deity in greater detail, providing even more opportunities for the Keeper to make its revelation as horrifying as it is apocalyptic.

alongside Allied ones, as *Nachtwölfe*'s own forces join in the fray, bringing their firepower and transporting Allied and Soviet troops to the Elder City, fighting alongside the Allies against Black Sun. The pilots and airmen of *Nachtwölfe* are none-too-pleased to be assisting their former enemies, but they know that there is no place for them at a table set by Black Sun.

The Keeper may use this as a ruse, depending on what the German forces in the Elder City know. Though she does not trust *Nachtwölfe*, Griess would never imagine they would go so far as to throw in with the Allies. The investigators may be at a low point, all-but-beaten, and then be further disheartened to get word that Griess has received a radio transmission that *Nachtwölfe* planes are *en route* to the Elder City, unexpected, but welcome nonetheless. There is word that the planes bear a special visitor from German High Command. The aircraft are given authorisation to land at the Black Sun airstrip, and Griess and her cronies gloat, pondering at the identity of the dignitary that apparently wishes to be on hand for Black Sun's triumph.

Then, the sounds of machinegun fire echo across the Elder City, accompanied by the muffled thump of explosives. More planes follow rapidly over the mountain ridge that defines the boundary of the Elder City, and German spotters identify them as Allied forces.

A Keeper with a flair for the bombastic might cue up Wagner's "Walkürenritt" or "Ritt der Walküren" (translated as "Ride of the Valkyries") for this sequence, with the crescendo coming as the explosives begin to go off and the ruse is revealed.

This sudden appearance of *Nachtwölfe* and the Allies is enough to send Griess into a panic. Depending on what has transpired thus far, she may choose self-preservation (grabbing her satchel, blowing the Focal Chamber, and disappearing into the Vault forever) or she may order the

protocol in place to set off the psychic scream, in which case, it becomes a race against time before the Allies can dash her hopes forever. The Keeper should consult Countdown on p.348 for details of Griess' plan.

Attack of the Elder Things

When the atavistic elder things awakened, one of their first courses of action was to attempt to send an envoy to their remote colony at the bottom of the black sea beneath Antarctica, to learn what had become of their kind in the millions of years since the fall of the Elder City, and to seek their aid, if possible. The entrance to that place is described in The Stygian, Sunless Sea on p.298. That section also covers any actions the investigators can perform on the elder things' behalf, such as destroying the shoggoths guarding the entrance, or clearing out a German machinegun nest and an explosive booby-trap.

If the investigators have taken part in any of that mission, here are some ways that desperate gambit can be resolved:

- The envoy sent to find the colony does not return, forcing the elder things to abandon hope of outside assistance from their kind. They rally and begin preparing for their assault on key Black Sun-held locations throughout the Elder City.
- If the investigators did not defeat the machinegun nest at the entrance to the sea or detect the booby-trapped entry, the atavistic elder things receive a psychic message that they will be joined by their long-distant kin. As they begin to ready their attack on Black Sun, the group sent by the elder thing colony reaches the elder city, and battles the German forces. Learning of the explosives at the last moment (perhaps a German prisoner or Griess herself), the investigators race back to the entrance only to arrive too late, rounding the corner to the pool just as a last German sentry sets off the explosives, killing everything and collapsing the tunnel atop the site.
- The envoy returns with word that that long-distant civilisation has fallen, making the Elder City the last redoubt of their race. With this tragic news, the atavistic elder things ask the investigators to assist with recovering the Sphere of Nath (p.338), putting into motion a plan to remove their entire city to a safer locale.
- The elder things send the investigators to wait for the envoy's return. It fails to do so, forcing the elder things in the city to give up hope. At a critical moment, reinforcements from the remote colony arrive, the water of the portal erupting with elder things, leaping straight from the water into flight, accompanied by a rolling legion of still-obedient shoggoths. Unable to move covertly, they launch an immediate assault on the locations critical to Black Sun's plan, with the Germans mobilising everything they have to stop them.



In the event of the arrival of elder thing re-enforcements, the investigators will be first-hand to witness a scene surpassing even the visions of Hell painted by Hieronymus Bosch. Waves of elder things in flight, armed with outré weapons, firing down at German positions and met with the angry, staccato lines of anti-aircraft fire. On the ground, the ever-shifting mass of shoggoths swarms around obstacles, changing form as they strike down soldier after soldier, met with flamethrowers, grenades, and machinegun fire. Any aircraft or motorised cavalry the Germans can muster will be thrown against this horrible menace, including their *Kolossreiters* and the *Schnee-Koloss*. Will those awful creatures remember their creators and turn on their new masters, or will they, like the shoggoths, stir with ancestral rage at the sight of the elder things?

Hell Breaks Loose

At this point, unless the investigators have been exemplary in crippling the German forces in the Elder City, the Keeper should set everything else into motion. Once the elder things realise that the humans intend to follow through with their plan to awaken the God in the Mountain, they unleash the shoggoth titan from the Crucible (p.291), release the proto-shoggoth elder things from the laboratory hidden in the Vault (p.325), and equip themselves with any weaponry they have thus far been able to recover. All three generations of elder things—atavistic, degenerate, and the newly-born—mount an attack on *Der Stromzentrum* and whatever aspects of the city engine they can reach, as well as attempting to activate the Sphere of Nath and removing the entire city from its current location should things reach a state that desperate.

If the investigators have been able to assist them, the elder things may even be willing to risk utilising the Sphere of Nath offensively, perhaps against a newly-awakened God in the Mountain. The Keeper should be willing to allow the investigators some leeway here, as the elder things are highly intelligent yet naive when it comes to human behaviour, and may trust the investigators when it comes to military tactics, as well as being open to any schemes or potential plans that might resolve the situation in anything less than apocalyptic ruin.

This is the point where the Keeper should feel no hesitation about shoving every last resource onto the table, whether it be the *Nachtwölfe* sleeper agents, an attempt at a coup by Fuchs and his men, or even the work of mind-controlled German saboteurs and suicide bombers. The Elder City should become a veritable battleground, streets echoing with machinegun fire, the crack of grenades, screams of the dying, and shouts of abject horror at the alien monstrosities that now walk the waking world. In the midst of this pandemonium, the investigators must keep their wits about them and escape the ongoing skirmish unscathed, keeping their eyes on the final prize... stopping SS-*Sturmabführer* Matilda Griess before she commits the unthinkable.

BLACK SUN DEFEATED: EXEUNT, STAGE LEFT

If the investigators and Allies were able to stymie the German forces in the Elder City and put an end to Griess' plans, there is another desperate bid left open to her. If no suitable destination within the Vault has been revealed, she

orders all of her most loyal followers to ready themselves for winter travel, loaded with climbing equipment, supplies, and weaponry. She leads them through the Elder City into the Elder Tunnels, moving at haste and attempting to avoid any contact with her own forces or those of the Allies. Should this course of action be successful, the investigators find that she and her cronies have simply vanished, disappeared into the endless ice labyrinth beneath the surface world. Her ultimate destination is the Mountains of Madness, a caravan heading straight for the mountain in which their sleeping god slumbers.

Though she did not share this information with her followers, months ago Griess sent a small party of explorers to map the most prominent peak within the Mountains of Madness. These men discovered a means of entering the largest one, finding a series of caverns leading deep beneath

If humanity turns on the elder
things once the Germans are
defeated, they risk earning the
enmity of the rest of their kind.

the surface, linked to the Elder Tunnels. Not knowing what they would discover there, they entered the caverns. Some returned. When the survivors reported on what they had discovered there, she ordered them executed, and committed the details to memory. Only Griess knows what they found, but it is enough that she throws everything she has on one last gamble within the Mountains of Madness.

In this case, the investigators can arrive at the German headquarters on *Die Sammlung* as things fall apart, learning that the German commander has fled, and that there is a trail in the snow leading into the Elder Tunnels. Will they give chase? Griess' plans figure prominently in *Bye Bye Baby!*, the follow-up to *Assault on the Mountains of Madness*.

Inevitable Betrayal

Will the elder things, their ranks bolstered with the appearance of their long-separated kin, choose to fight only against Black Sun and the German occupation of the Elder City, or will the investigators and the Allies become their targets as well? Unbound by the artificial constructs of morality and ethics, and face-to-face with a dangerous race of their former creations, the elder things might choose to strike out at all of humanity, Germans and Allied Forces alike, with the (logical) view that, based on evidence before them, the human race cannot be trusted. It does not take long for them to recognise the threat that humankind presents, even though technologically inferior. Even if the elder things cooperate with the Allies and are victorious beside (even due to) them, will they be content to let these hairless apes leave the Elder City with the knowledge of what the ruins contain?

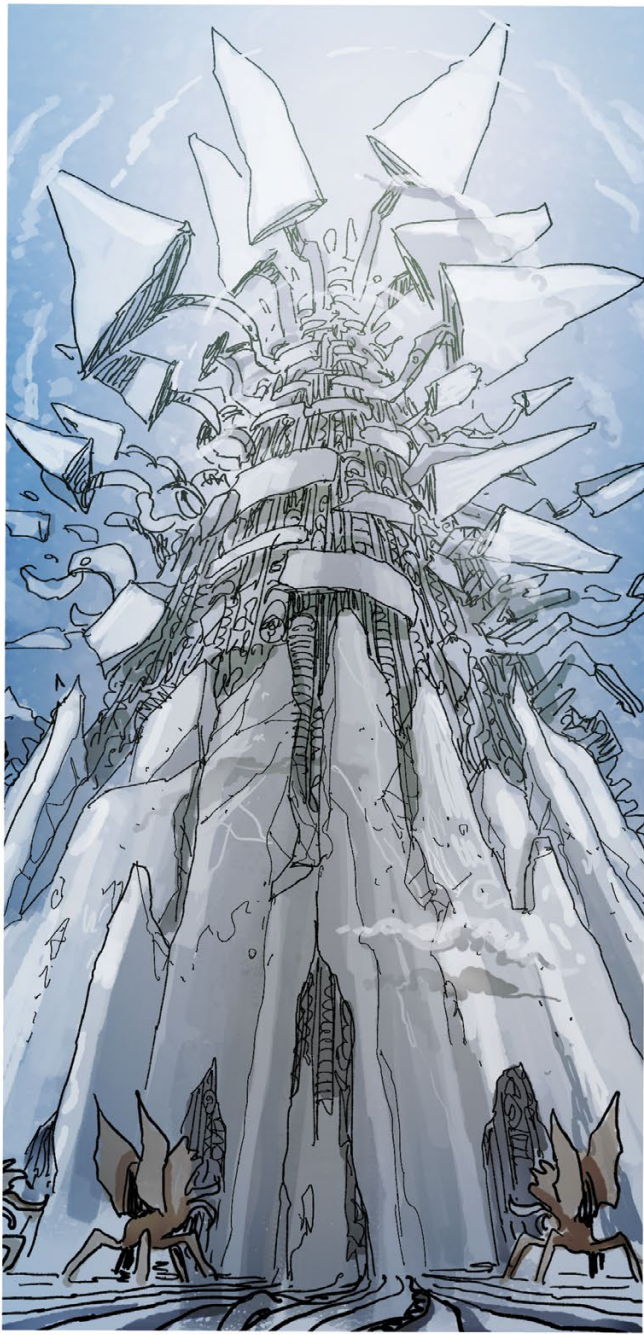
As far as the Allies go, the investigators may find that they are caught between their human brethren and the elder things they have aided. Once the tide is turned by the arrival of the elder things, how will the Allies respond to these strange creatures? Will they, like Dyer, recognise a commonality with them, or will they turn on them out of xenophobic fear? Knowing what the elder things are capable of, and what the stakes are, can the investigators prevent such a catastrophic betrayal? If humanity turns on the elder things once the Germans are defeated, they risk earning the enmity of the rest of their kind. Who knows how many elder things remain on Earth, hidden away in remote undersea colonies? Few submarines can survive the depths that an elder thing moves through without hindrance, and even depth charges are of limited use beyond a certain threshold. Launching an attack against them may herald an entirely new phase of the war against an enemy that cannot be defeated, or even fought directly.

With Friends Like These...

Despite whether Black Sun is defeated or if it is victorious, if the investigators and Allies survive they may be in the interesting position of having forged an alliance with *Nachtwölfe*, a group that has committed a great many atrocities in the course of the war. If Black Sun achieved their goal, sounded the psychic scream and woke the God in the Mountain, they will not be particularly forgiving when it comes to betrayal from Mina Wolff's cronies, given that they were already at odds when they were on the same side. In such a case, the remnants of *Nachtwölfe* have little course but to throw in with the Allies and hope for clemency in whatever new world order emerges, should the threat of the awakened God be resolved. How much forgiveness is the Antarctic Command Group willing to extend? How will the Allied and Soviet forces feel about fighting alongside the Nazis, even if these particular Nazis wear a slightly different uniform? Who would trust them? If they've betrayed their compatriots, who is to say they won't betray the Allies when fortunes change?

BLACK SUN VICTORIOUS: GÖTTERDÄMMERUNG

Should all of the activities and efforts undertaken by the investigators and the Allies fail to tip the balance toward a positive conclusion, stopping Griess' plans to end the world, the Keeper should enact the series of events described below, modifying them as needed. This ending leads to Black Sun's success and the awakening of the God in the Mountain, an event that is as apocalyptic as any that humankind has ever faced. The investigators may still alter the course of this finale, and various opportunities to throw their collective spanners into the works are provided throughout the sections below.



Countdown!

After Griess is made aware that the Allies are on their way, unless there is some obvious means of escape open to her (a portal within the Vault that takes her to an era far removed from Black Sun's influence), her primary goal is to set in motion the psychic scream. To do this, she mobilises squads of German soldiers to guard *Der Stromzentrum* and the Focal Chamber while she arranges the trigger to set off the scream. Due to the ruined state of many of the city's engines the elder things built to drain energy from the God in the Mountain, there is no guarantee it will work, but there is little to do now but try.

Despite the chance of failure, Griess rushes forward, setting her plan in motion. Aside from the men sent to guard *Die Sammlung*, she has the islands evacuated into the Elder City. Led by one of her Black Sun Novices, two *Panzergranadiers* loyal to Black Sun enter the Focal Chamber, armed with *Flammenwerfers*. They are accompanied by the camp's doctor, *Hauptsturmführer* Voigt, who administers a paralytic sedative to keep them immobile, but very much aware and lucid. The soldiers then tie the Norns into their chairs. If the investigators are in league with any members of the *Nachtwölfe* infiltrators, they may learn this from them, rushing to the Focal Chamber to attempt to stop her. Griess herself will be safely in the Elder City at *Der Stromzentrum*, to alert the men about her next step.

Arriving at *Der Stromzentrum*, Griess instructs her scientists there to prepare themselves, and radios the soldiers in the Focal Chamber to use the flamethrowers to set fire to the five Norns as they sit quietly meditating in their state of psychic gestalt with the network of stelae installed throughout *Die Sammlung*. The agony of their fiery deaths echoes throughout the Focal Chamber, across the stelae (which each shatter as they are overloaded with the psychic death screams), and into *Der Stromzentrum*.

Confronting Griess

Should all go according to her plan, Griess will be in *Der Stromzentrum* in the final moments. She is clearly insane, putting Thaler and Wernicke into sharp contrast. Whereas those two were reasonable, almost understandable, Griess is a zealot, her sole driving purpose, the glorious eradication of all who are not loyal to Black Sun. No matter where she is encountered, she surrounds herself with her *die Toten* guards and whatever human soldiers are on hand, and she takes shelter, calling for a momentary cease fire as she offers the investigators a choice: join her and be present for the glorious rebirth of the world, or die at the hands of her undead servitors.

Griess is happy to parlay with the investigators, so utterly in the grips of madness that she cannot comprehend how any thinking individual would balk at her offer. If given the chance to speak, she attempts to sway them, promising the investigators positions of authority and power within Black Sun: towering castles, golden thrones, jewel-encrusted crowns, and seraglios... the whole lot. "*Have you not come on a pilgrimage?*" she asks of them. "*Now is your chance to see this to its end: the firsthand sight of a waking god, a new dawn with a Black Sun rising!*"

The Scream Heard Round the World

The ancient machinery in *Der Stromzentrum* linked to the Elder Towers, broadcasts this psychic death wail outwards, through the towers and on to the five sections of the Earth. Every human being within the range of influence of the

broadcast is simultaneously linked, sharing the agony of these wretched souls. Each living human must make a Luck roll **Cth** / must make a Spirit test **S^{av}**—with the outcome being that anyone rolling 96–00—a fumble—/ anyone rolling a Critical Failure **S^{av}** suffers a horrifying fate, described below. Fortunately, everyone in the Elder City or within the area defined by the five Elder Towers is protected from this psychic assault. Also affected are the forces of the Allied Command Group in Ritscher Station, *Luftflotte Antarktika*, *Jeremiah*, ships stationed along the coast, or any soldiers currently *en route* to the Elder City and yet outside the range of the Elder Towers.

That portion of the human race fumbling the Luck roll **Cth** / obtaining a Critical Failure in the Spirit test **S^{av}** is psychically linked with the dying Norns, experiencing their death agonies in the form of 4D6 permanent points of POW **Cth** / 1–2 permanent die levels of Spirit **S^{av}**, lost all at once. Across the world, every other living human experiences this moment of absolute horror and pain, and one in twenty people are overcome and die from the experience, a moment of instantaneous loss the likes of which the world has never known.

All of this happens in a matter of seconds after the order is given to ignite, agonised seconds in which the Norns are still alive in the Focal Chamber, their minds shattered with the agonies they are experiencing. Griess and her Black Sun cronies hold fast within *Der Stromzentrum*, overseeing the end of the world from this alien vantage point.

The incredible amount of psychic agony released from the shared deaths, echoes around the world, returning along the psychic link, back through the Elder Towers, then to the Norns, and into *Der Stromzentrum*, to be fed into the arcane machinery that has kept the God in the Mountain dormant for tens of millions of years. This overload of psychic energy immediately incinerates the Norns, ending their suffering, and the psychic backlash kills everyone in the Focal Chamber. In that moment, from all over *Die Sammlung*, the stelae shatter, erupting in columns of brilliant white light.

The effect of the destruction of the stelae is immediate, with the reality stabilisation they conferred, suddenly vanishing, causing *Die Sammlung* to immediately suffer the effects of the portals' reality warping, augmented by the ambient psychic lash of pain that roared through the conduit of the

linked stelae. The islands begin to shudder and the skies go wild, reality bending as gravity and time/space begins to warp. The German forces remaining on the three islands race pell-mell to the winches, attempting to get to safety before the islands collapse into the immense abyss they are suspended precariously above, while all of the horrible psychic phenomena of *Die Sammlung* are set loose at once upon them, killing most before they can escape.

The psychically charged death throes of millions surge through *Der Stromzentrum*, a blast of dark energy that kills anyone close to the field. It also penetrates deep into the earth to the latent machinery, a metaphysical umbilical cord linked to the slumbering God in the Mountain. This eruption of energy is felt throughout the Elder City itself, and the various city engine sites explode as they are overloaded with the psychic scream, but still the energy surges through them, heading into the Mountains of Madness.

The Mountain that Wakes

In the midst of this astonishing spectacle of destruction and death comes a sudden pause, almost as if the world itself was muted and stilled for a few moments, during which time everyone conscious within the Elder City and outward, throughout the entire South Polar Region, feels the sudden abject terror that is the waking God in the Mountain.

A tremor, then a pause, then the ground shakes as the mountain tears apart, a geological chrysalis that has imprisoned an Elder God for time immemorial... until now!

A demiurge has awakened, a cosmic force beyond human comprehension, and with it comes the end of the known world. All at once, the sky darkens to a starless night-black cloak, and to anyone still conscious within the Elder City, reality begins to crumble, angles become strange, and time itself strains and aches with a frightful new cadence, causing a riot of human senses. Horrible new thoughts enter the investigators' minds, teaching them a new means of life, new ways to exult, and to kill, and to worship the new world that is the god whose name is *Ialdabaoth*, child of Chaos and the one and the all whose will shall transform the gross clay of this world into something bright and gleaming... beneath the light of the risen Black Sun.

To be continued in *Bye Bye Baby!*

*This continent is Gods icebox, where He put
that which He wished forgotten.*

— Capt. Harris

• Book Four •

Resources



CHAPTER 1

Fighting Forces of the Antarctic Front

More than any other front of the Secret War, the Antarctic Front will become the epitome of an Allied operation. Soldiers from nearly all Allied countries and all theatres will come together in Antarctica for one colossal battle to finally fight and end the menace of *Nachtwölfe* and Black Sun, once and for all.

The average soldier to be deployed during the assault on the Mountains of Madness is a combat veteran, typically drawn from an elite fighting unit skilled in small unit actions and preferably special operations (especially long-range reconnaissance, mountaineering, guerrilla warfare, or airborne operations). Battle-hardened vets who fought in the war's most horrific battles such as Peleliu, Narva, Singapore, or the Solomon Islands, or men and women with Mythos clearance from previous actions, have been actively sought out and recruited for the campaign.

The unique demands of troops mustered have fostered an unprecedented level of cooperation between Allied powers engaged in the assault, from the infantryman to the leaders of nations. Joint service units will be the norm, rather than the exception: it will not be uncommon to see a platoon of American paratroopers fighting alongside Russian tanks, or European OSS officers working with infantrymen from Australia and New Zealand. Soldiers will aspire to share supplies, shelter, and intelligence (with a few notable exceptions—see p.357), because every warrior knows the Allies will need every man and woman they've got to survive and win. The *esprit de corps* of these fighting men is one of the most pivotal components in the Allies' hope for victory.

ORDER OF BATTLE

The general attitude amongst Allied nations participating in the battle for Antarctica is “quality over quantity.” Getting to Antarctica, particularly without drawing much public (or Nazi) attention, necessitates the use of smaller ships and covert methods of travel (see *Joining the Assault* and *Getting to the Front*, on p.10 of the **Introduction**), which means smaller numbers of men and materiel. To make up for this reduced manpower, soldiers selected to serve in the Antarctic campaign were chosen either for their skills in surviving in a harsh polar environment or specific doctrines of warfare to wage battle on the ice.

The following are some of the well-known and effective units to be engaged in the assault.

The Allied Intelligence Bureau

The Allied Intelligence Bureau (or AIB), was established in June 1942 in Brisbane, Australia, as a joint intelligence operation between Australia, Great Britain, Holland, and the United States for the purposes of coordinating spies and commandos operating in the South Pacific. By the time of the assault on Antarctica, the AIB consists of nearly 3000 personnel across eight separate organizations; has conducted over 60 successful operations throughout the Southwest Pacific; killed over 7,200 Japanese; and has rescued more than 1,000 civilians and servicemen from enemy territory.

The AIB's successes, proximity to the theatre, and history of coordinating multinational paramilitary and espionage operations make it a natural fit to act as the central coordinating body for the assault. During the campaign, the

AIB and its sections are engaged in key operations, particularly those involving sabotage, reconnaissance, intelligence gathering, and exfiltration of Allied prisoners. Commandos of Section A and Z Special Unit are particularly notorious amongst the German ranks for their daring raids, and cunning ambushes of facilities and supply lines.

The character and composition of the AIB makes it perhaps the ideal organization for gathering investigators during the assault on the Mountains of Madness. Soldiers, spies, and advisors from any Allied nation could be assigned or conscripted to the AIB or one of its agents within the theatre, providing an easy and feasible path to bring together characters from a variety of fronts and backgrounds.

While eight distinct organizations fall under the AIB's command, there are a few particularly distinguished units involved in the conflict. AIB field operations in Antarctica will inevitably be very similar to those of the Special Operations Executive in Europe, focusing mainly on the sabotage of German facilities, hit-and-run guerrilla raids, and capture of vital intelligence. Unlike their OSS counterparts, AIB operatives will generally choose to not work directly alongside battlefield units, preferring instead to work in small teams, which affords them greater stealth and speed.

Z UNIT

Z Special Unit changed its name many times since its formation in 1942—from the Inter-Allied Services Department; to the Services Reconnaissance Department; to Special Operations Australia; to Section A, Allied Intelligence Bureau—but its reputation as the premier special forces in Australia has remained immutable. Originally conceived as a counterpart to the British SOE in the South Pacific (see IG, p.41, and KG, pp.52–54), Z Special Unit has distinguished itself time and again in its mission of intelligence gathering and commando actions in Burma, Singapore, Borneo, and New Guinea.

Z Special Unit operators are typically Australian, though the unit also includes British, Dutch, New Zealand, Timorese, and Indonesian members. Each man in the unit is skilled in parachute and submarine insertion, and is an expert in long-range reconnaissance, guerrilla warfare, and underwater demolitions. With the opening of the Antarctic front, Z Special Unit has been retasked for anti-ship and coastal reconnaissance missions, and new recruits must graduate from intensive cold-water diving and cold-weather combat training alongside other Allied forces at Port Pegasus (see p.11) or even on the deck of the bergship *Jeremiah* (see *The Floating Kingdom*, p.40).

Statistics for Z Unit members can be found in the *Achtung! Cthulhu: Guide to the Pacific Front*, p.112.

W UNIT “THE GHOSTWATCHERS”

W Special Unit's formation was a direct result of the discovery of the Cult of the Sand Bat in Western Australia, and encounters by Australian commandos with Tcho-Tcho

cultists in Burma (see the *Achtung! Cthulhu: Guide to the Pacific Front*, pp.85–86). The revelation of Mythos activity within Australian territorial boundaries caused Col. C.G. Roberts, commander of the AIB, such great alarm that he petitioned General Douglas MacArthur directly for assistance and training in dealing with this new threat. Allied command quickly dispatched operatives from both Section M and Majestic to help train a small group of the AIB's most experienced Coastwatchers in the Mythos. Thus was born W Unit, also known as “The Ghostwatchers.”

Today, the Ghostwatchers are the leading experts on Mythos activity within the South Pacific. Like their Coastwatcher brethren, most work alone as embedded observers in the region's largest paranormal hotspots, reporting back to the AIB when they require assistance. A number of the Ghostwatchers have been recalled to the effort in Antarctica, travelling alongside Australian forces within Soviet mega submarines, seconded to Majestic and Section M operatives as advisors on local paranormal occurrences.

W Unit members use the statistics of Australian Coastwatchers, found on p.97 of the *Achtung! Cthulhu: Guide to the Pacific Front*.

The Antarctic Front is the epitome of an Allied operation, a multinational force to end the Nazi menace once and for all.

NO. 200 FLIGHT RAAF

Formed to provide air support for the AIB's Z Unit, No. 200 Flight has proven its flying skills both in heavy combat and dangerous weather. With the war in the Pacific winding down, the unit has redeployed alongside Z Unit, their mission to participate in the Antarctic fighting, shuttling VIPs and Z Unit commandos deep into hostile territory.

No. 200 Flight uses its trademark B-24 Liberators, which have been specially modified for use in the Antarctic theatre with baffled engines for quieter flight, enlarged fuel tanks for longer range, improved long-range radios, and landing skis. Though the weight and sluggish handling of the Liberator makes landing and take-offs from the ice quite difficult, particularly during storms, these improvements may allow the Allies to travel nearly anywhere on the continent without drawing German attention.

Pilots of No. 200 Flight are statistically identical to RAF Pilots, found on KG, p.46.

Great Britain

By early 1945, the British armed forces are again on the offensive against both Germany and Japan in the hopes of ending the war. Fatigued after six years of conflict and with casualties nearing a half-million men, the crown is unable to enjoin British troops on yet another front, and turns

to Australia and New Zealand to provide the bulk of the manpower for the Commonwealth. Great Britain's contribution instead focuses on highly-trained specialists, such as intelligence officers, Mythos experts from Section M, and commandos, most of who serve as part of the Allied Intelligence Bureau.

1ST AIRBORNE DIVISION "THE RED DEVILS"

At the onset of the Antarctic campaign, the Red Devils are still devastated by the loss of nearly 8,000 of its 10,000 men during the Battle of Arnhem. While the rest of the British forces are fighting in Europe and the South Pacific, 1st Airborne has been left in England to recover and dwell on what went wrong. Seeking a change for redemption, the commander, Major General Roy Urquhart, petitions Churchill to pull 1st Airborne out of mothballs and put them to use in Antarctica. Churchill reluctantly agrees, and the remaining Paras are soon steaming for the fight at the bottom of the world.

As the second largest airborne fighting force on the ice, the Red Devils are intended to be deployed primarily inland, fighting alongside the Soviet 98th Guards Airborne in whatever large-scale battles emerge.

The Red Devils use the same statistics as the sample soldier of the Parachute Regiment, found on KG, p.43.

Australia

With much of the Australian Imperial Forces still tied up with the fight against Japan, and with little experience in fighting in cold-weather or mountainous terrain amongst its forces, most Aussie soldiers will serve in support roles or as part of the Allied Intelligence Bureau (see p.351), with one notable exception...

5TH INDEPENDENT COMPANY "THE SNOW DOGS"

Technically, when Australia first assembled its commando squadrons, they were only four Independent Companies, all trained to fight in the jungles of the South Pacific. Unbeknownst to most, however, a 5th Independent Company was also assembled at the same time, with a different mission—mountain and cold-weather warfare. The 5th was originally intended to act as a reserve for British mountain troops fighting in the Alps or the Arctic Circle, but now they've found their true purpose, a bit closer to home.

Known as the "Snow Dogs," the 5th Independent Company is intended to spring into action against both *Nachtwölfe* and Black Sun in a series of bold assaults and guerrilla raids. Unlike the rest of the forces who rely on ship or parachute to get to the fighting, the Snow Dogs will often travel overland extensively using teams of sled dogs, skis, and alpine equipment. Hopefully, the methods and courage of the 5th will provide an advantage against the Nazis, granting the commandos a critical advantage before they fade once again into the snows.

Soldiers of the 5th Independent Company use the statistics of Commandos, found on KG, p.44.

New Zealand

New Zealand's army and citizenry have taken up the fight for Antarctica as a point of national pride, much as they did in the battle of Gallipoli in 1915. New Zealand's proximity to Antarctica has long made it a launching-off point for the frozen continent, and with the war now having come to her back yard, the small island nation is contributing both land and men to the effort (see p.11).

SECOND NEW ZEALAND

EXPEDITIONARY FORCE, 3RD DIVISION

The 3rd division of the 2NZEF fought bravely in the Pacific from 1943–1944 until economic and manpower issues forced New Zealand's government to call the unit back to be disbanded in October 1944. The division's deactivation did not last long, however, for the seeds of the Antarctic conflict sprout less than six months later. With a rested, local division of veterans available on short notice, New Zealand begins preparations for the 3rd Division immediately.

This serendipitous timing has allowed New Zealand to build perhaps the best-prepared fighting force in the Antarctic campaign. By the time the 3rd Division sets sail, over 10,000 of its men have spent months in the nation's Southern Alps under the tutelage of a young Kiwi mountaineer named Edmund Hillary, learning premier climbing and cold-weather survival skills, before shipping off to Port Pegasus to drill in aquatic landings, small-unit tactics, and close combat. The men of the 3rd Division provide vital manpower to support the smaller, more elite units fighting alongside them.

The men of the 2NZEF use the same statistics as British Infantry—see KG, p.41.

28TH MAŌRI BATTALION

The 28th Maōri Battalion is New Zealand's most famous and decorated fighting force for the war, having distinguished themselves in North Africa, Crete, and Italy (see the *Achtung! Cthulhu: Guide to North Africa*, pp.32–33). Shortly after their campaign in Italy ended, the battalion is recalled to fight for their country once again in Antarctica, where it is expected that the Maōri Battalion will once again prove its reputation as a spearhead unit, to be deployed in assaults against coastal bases and in any necessary land battles.

Soviet Union

The Soviet Union provides the bulk of manpower and tanks to the Allied forces of the front. This contribution is not one of national pride or generosity, but simply because the Soviets have had longer to prepare for the Antarctic campaign than any other Allied power, thanks to years of

intelligence on Black Sun's activities gathered by its occult division, Institute 21 (see the *Achtung! Cthulhu: Guide to the Eastern Front*, pp.73–77). Stalin has taken advantage of the quiet on his Far Eastern front to build his own submarine transports, train and amass troops, and retrofit armoured vehicles for the inevitable showdown at the South Pole.

98TH GUARDS AIRBORNE DIVISION

As veterans of the Winter War and numerous actions against the Germans in Western Russia, the 98th Guards Airborne will be the most experienced and elite of all Soviet units in Antarctica. But these troops have very rarely had the opportunity or mode to actually be deployed as paratroopers. However, all that should change during the course of the Antarctic campaign.

The men of the 98th Guards Airborne are set to provide crucial manpower for massed airborne assaults against Black Sun bases all over the Antarctic continent. Unlike most other paratroopers in the theatre, this division will be used as a hammer against its targets, overwhelming the Nazi fighters with sheer numbers and ferocity. The experience of the Winter War veterans in the division should prove particularly useful for the 98th, as the efforts to recover so many paratroopers may mean days of waiting for exfiltration in sub-zero temperatures.

Members of the 98th Guards Airborne are Soviet Paratroopers, and use the statistics found in the *Achtung! Cthulhu: Guide to the Eastern Front*, pp.107–108.

28TH SKI BRIGADE

As part of the 2nd Guards Tank Army, the 28th Ski Brigade have fought as motorized troops in many great battles on the Eastern front, including the Uman-Botoshany, Lublin-Brest, and Warsaw offensives. The brigade's training in tank, motorized, and arctic warfare will make them ideally suited for the assault on Antarctica, so the division has been diverted from the impending attack on Berlin to the Black Sea, to set sail southwards in Soviet mega subs (see Project Goliath, p.11 of the **Introduction**).

On the ice, the 28th Ski Brigade will fight primarily as motorized infantry alongside the tanks of the 35th Army. However, when greater stealth or tough overland travel is called for, they should be able to quickly switch back to their alpine roots and move by ski or sled.

Depending on how they are deployed, members of the 28th Ski Brigade will use the statistics for Soviet Guard Infantry or Mountain Infantry—see the *Achtung! Cthulhu: Guide to the Eastern Front*, p.105, or p.107, respectively.

35TH RED BANNER ARMY

The single largest formation intended for participation in the battle for Antarctica will be the 35th Red Banner Army, originally stationed in the Primorski Krai (Maritime Province) frontier, in the Russian Far East. While publicly, the army has spent most of the war watching for

potential Japanese invasion, its true purpose is far more important—defence of a secret facility for constructing massive transport submarines for a potential invasion of the Japanese mainland (see Project Goliath, p.11). As rumours of German activity in Antarctica steadily increase, the army is split from the 1st Far Eastern Front and has been assigned to support operations in this new battlefield.

All soldiers of the 35th Army have just completed six weeks of additional training in the remote tundra of the Kamchatka province, where they learned arctic warfare and survival skills prior to shipping out. While the full army was unable to deploy to Antarctica due to space limitations of the Goliath mega subs, the deep reserves of the 35th will allow Soviet command to regularly reinforce and replace casualties on the front.

The conscripts of the 101st division use the statistics of a 1943 Soviet Infantryman—see the *Achtung! Cthulhu: Guide to the Eastern Front*, p.105. Tankers of the 35th are stuck with the older tank models common to the Far Eastern front, including M3 “Stuarts” (KG, p.118) and BT-7 light tanks (*Achtung! Cthulhu: Guide to the Eastern Front*, p.51).

101ST RIFLE DIVISION

The 101st Rifle Division was originally organized as a mountain rifle division, but, like the 35th Army, has spent much of the war relegated to the back lines. By the time of the assault, the 101st has won few honours, outside of a few noteworthy snipers that were seconded to the Eastern Front in Leningrad. Now, they have been activated alongside the 35th to join the attack in Antarctica: with its own aviation division and artillery division, the 101st has proven capable of fighting independently wherever they are deployed, and this polar battlefield should prove no exception.

Thanks to their extensive mountain training, 101st division veterans use the statistics of Mountain Infantry and Snipers (see pp.107–108 of the *Achtung! Cthulhu: Guide to the Eastern Front*).

SMERSH

Though SMERSH has been active as part of the Soviet war effort to monitor the loyalty of the Red Army and coordinate with partisan groups, it has never covertly embedded agents within military units prior to the Antarctic conflict. However, the close contact presents the opportunity to discreetly gather intelligence on other Allied forces, which may prove vital in the nascent Cold War.

Descriptions for creating Osobist SMERSH operatives are in the *Achtung! Cthulhu: Guide to the Eastern Front*, p.41.

Also embedded alongside the SMERSH operatives are members of Institute 21, the NKVD's division of state-sponsored occultists and sorcerers, which have been following the actions of Black Sun with particular interest. Institute 21 agents are specifically instructed to covertly seek out and secure any Black Sun tomes or artefacts at all costs—a sign

of the brewing tensions between the Soviet Union and the United States (see *Allied Forces?* p.357).

Institute 21 members in the Antarctic are either Agents or Sorcerers—see the *Achtung! Cthulhu: Guide to the Eastern Front*, pp.76–77.

United States

The bulk of U.S. forces deployed to Antarctica are selected from those fighting on the Pacific Front—particularly, the U.S. Marine Corps. The reasons are threefold: first, these forces are vastly closer than the armies fighting in the Mediterranean and Europe; second, fleet-based troops are far more mobile and accustomed to fighting on a highly-fluid battlefield; and third, Pacific veterans have survived what was perhaps the most brutal and gruesome campaign of the entire Second World War, making them ideally suited to weather the sanity-shattering horrors they are sure to face out on the ice.

1ST SPECIAL SERVICE FORCE “THE BLACK DEVILS”

At the time of the assault on Antarctica, the 1st Special Service Force has been disbanded, having accomplished its mission by late 1944. However, the physical and mental demands of the fight against Black Sun, plus the terrifying reputation the Black Devils earned in Europe, means the unit is reinstated for combat in spring 1945.

Unlike the Marines who operate primarily in areas closer to the coasts, this joint American-Canadian winter warfare unit’s exceptional skill at airborne operations and outdoor survival will enable them to operate nearly anywhere in the Antarctic.

Statistics for US Army Rangers, the closest equivalent to the Black Devils, can be found in *KG*, p.40.

1ST MARINE DIVISION

By 1945, the 1st Marine Division, nicknamed “The Old Breed,” had participated in some of the bloodiest battles of the war—Guadalcanal, Peleliu, Tarawa—and were set to join the attack on Okinawa in a final push against the Japanese empire. However, abruptly in late 1945 the division was diverted back to Melbourne, Australia, under the auspices of R&R. It was there the Marines learned the truth—they were to take their war from the steaming equatorial jungle into the frozen wastes of the Antarctic.

1st Marine has just shipped out from an eight-week stint at Port Pegasus in order to acclimate to the terrain, weather, and new units they will be fighting alongside, before moving on to the front. The plan thus far for the Antarctic assault has the Marines working primarily out of the fleet, intended for a series of amphibious assaults against any Nazi coastal installations. If the engagement continues after the winter ice sets in, they will switch up to more traditional infantry warfare, mainly in support of the Soviet 35th Army and New Zealand 3rd Division.

Statistics for US Marine Infantry can be found on pp.108–110 of the *Achtung! Cthulhu: Guide to the Pacific Front*.

MARINE RAIDERS

Veterans of the Marine Raiders are found throughout the ranks of the 1st Marine Division, and, with their pride still wounded by the disbandment of the unit in the prior year, they see the opportunity for Antarctic fighting as a chance to prove their worth to the Corps. As the battle continues, most likely the former Raiders will be assembled into informal “teams” to be used for lightning strikes on any arriving German submarines in and around the *Schwabenland* region.

Statistics for US Marine Raiders are available in the *Achtung! Cthulhu: Guide to the Pacific Front*, p.110.

OSS / MAJESTIC

Much like the Soviets, the United States has also deployed intelligence agents alongside boots on the ground. Many OSS operatives in Antarctica have worked extensively in Europe and have encountered the Mythos, often alongside or working for Majestic (see *KG*, p.71). In addition to acting as translators and liaisons to the AIB, OSS officers are also tasked to keep an eye out for Soviet attempts to collect for themselves any Black Sun artefacts, *Nachtwölfe* technologies, or Mythos creatures.

Information for creating OSS operatives is available in *IG* on p.66. The Keeper should use the write-ups for G-Men from the *KG*, p.258, if needed.

The most remarkable of the Majestic personnel that might be encountered in the Antarctic front are the elite commandos known as the “Pathfinders,” a group of Native American demon hunters, schooled in the ancient ways, and armed with sacred, magical weapons. Due to their unique training, Majestic has deployed a number of these, their deadliest and most enigmatic operatives, to the Antarctic front. Majestic Pathfinders are described on p.356, following.

*Though there have been greater—and more diverse—massings of troops,
never before has one been so necessarily clandestine.*
A.T.

New Special Forces Occupation: Majestic Pathfinders

WARRIORS OF THE FIRST PEOPLE

Demons and evil spirits have always walked the Land, plaguing the First People since before the oldest memories were formed. And so, the Wise Ones among the First People sent young braves of each tribe into the spirit realm to learn the means of fighting these evil creatures. The spirit guides taught these young warriors how to perceive the monsters of the night, to know their ways, and how to protect themselves and their tribes, keeping their people and the Land safe from these unnatural beings. But if, in the course of a young brave's spirit walks, the Wise Ones saw that his path sent him into darkness, to the twilight world of the monsters and spirits, they knew that brave had been chosen. His would be a new path, a special and dangerous one that would send him to the lands of the North People — the Tlingit — who were especially wise in the lore of demon fighting and spirit warfare.

There in the cold northlands, he would train alongside the Tlingit, adopted amongst these rugged people as if one of their own. The Tlingit often traded with a foreign people across the sea, and from them learned the means of working iron. This metal gave them an advantage against the dark world, and so the Wise Ones blessed the weapons made out of this metal, and the special swords — called *gwálaa* — became sacred treasures to the People. The Tlingit Wise Ones would train the brave in the skills he would need to become one of the *al'óoni*, an elite spirit warrior able to face the forces of darkness, despite being touched by that own evil himself. Eventually, the newly trained *al'óoni* would return to his people, or he would wander the Land fighting the evil that besets it, always walking the line between light and dark.

When the Other People came to the Land, they fought many battles with the tribes of the First People. The First People suffered greatly, some being completely wiped out, and many of their ways were lost. In time, the First People were scattered and became few as the Other People flourished and overran the Land, claiming it as their own. But the demons and spirits of old did not go away, even when the Other People did not believe in them. Still, then, the *al'óoni* continued to walk the unknown pathways of the Land, holding to the sacred traditions and continuing their endless battle against evil.

ENTER MAJESTIC

In the early years of the Second World War, when many of the People went to fight overseas, the *al'óoni* discovered that there were allies in their struggle against evil: Majestic, a secretive government agency whose purpose seemed to overlap theirs. The demons the *al'óoni* stalked were, in many cases, the lesser entities of the Cthulhu Mythos. Because

of past dealings with the United States government, the Wise Ones, leaders of the Tlingit in their coastal territories in Canada and Alaska, were unsure of how — or if — to approach Majestic.

While old men debated the issue, it was solved for them. One morning, William Donovan entered his office in Washington, D.C., and discovered a trio of solemn Native American men: three of the most capable and respected *al'óoni*. They spoke to Donovan and he immediately recognized in them an invaluable resource. On the spot, Donovan offered to finance and support the *al'óoni* in their efforts against the Mythos creatures that had plagued North America for millennia, though he convinced them to work within Majestic in their efforts overseas, as well. There was no greater threat to the world than the one the world currently faced: the diabolical evil of the Nazis aligned with the occult, alien horror of the Mythos. Persuaded, they agreed, and any *al'óoni* who wished it were quickly inducted into the US Army. Their basic training was expedited, and they were embedded within the U.S. Army Pathfinders as a cover for their true mission: hunting the forces of the Mythos.

Within Pathfinder units, the *al'óoni* are given considerable latitude, continuing to specialize in their dual-wielded short swords. They are encouraged to continue their ancestral spiritual practices, fighting alongside traditional military units, or assigned dangerous operations where Mythos forces are suspected to be at work. With their *gwálaa* swords and their tomahawks, they stand out, and some *al'óoni* adorn themselves with iconography from their home tribes to emphasize their unique status and exhibit pride in their ancestry. Though their proper name is *al'óoni*, they are more commonly referred to as Majestic's Pathfinders.

Despite this special status, there are not many Pathfinders, and the danger of their particular focus has reduced their numbers considerably, down to fewer than a dozen.



ENTRY CONDITIONS & PREREQUISITES

- Volunteers only.
- STR, CON, and DEX, must be at least 13; POW must be at least 14.
- *Basic Training*: Army
- Native American ancestry required, though any tribal affiliation is acceptable.
- Additional, optional training packages: Commando Training.

RANK

Enlisted, NCO, Officer.

(continued on the next page...)

(continued from the previous page...)

SKILLS

Axe (Hatchet), Climb, Close Combat, Dodge, Folklore, Hide, Jump, Listen, Other Language (Tlingit), Sneak, Spot Hidden, Survival (Arctic, Mountain), Sword (*Gwálaa*), Throw, Track, and two of the following: Institutional Lore (Majestic), Knife, Occult, Parachute, Submachine Gun, and Tactics.

BONUS

- ***Gwálaa*, Tlingit Demon-Hunting Swords:** Each Majestic Pathfinder is taught to fight with a *gwálaa* in either hand, and can use them in either hand without penalty, generally striking with one and parrying with the other in a combat round. The best *gwálaa* are made from meteoric iron, and passed down through the generations. As well as being enchanted artefacts, these blades are cultural treasures, sacred to the Tlingit. If a Pathfinder falls, other Pathfinders will spare no effort to recover his spirit-swords and return them to the tribe. *Gwálaa* are equivalent to normal short swords (base chance 25%, 1D6+1+db damage, base range touch, attacks per round 1,

20 HP), though the nature of their enchantment renders them able to injure creatures who cannot be harmed by any but enchanted weapons. They are considered priceless to any who are aware of their value. Each Pathfinder begins with two of these sacred weapons.

- **Cthulhu Mythos:** Because of their extensive training in the lore of demons, spirit creatures, and other unnatural entities, a Majestic Pathfinder begins with +1D6 in the Cthulhu Mythos skill, reducing the current SAN total by the equivalent amount.



ENTRY CONDITIONS & PREREQUISITES

Attribute Requirements: Agility d8+,

Spirit d6+, Strength d6+, Vigor d6+

Skill Requirements: Fighting, Shooting, Stealth, Throwing, Survival.

Useful Edges: Acrobat, Alertness, Ambidextrous, Two-Fisted.

Special: If they so desire, Majestic Pathfinders may begin with a d4 in Knowledge (Mythos) by assigning one point to it just as for any other skill, and reducing Sanity by the appropriate amount.

Gear: 2 *Gwálaa* (equivalent to short sword (Str+d6)), tomahawk (Str+d6).

Allied Forces?

Despite the opening of a new front and the clear and present danger presented to all Allied nations by Black Sun, the seeds of the Cold War are beginning to sprout even before boots have set foot on the frozen earth of Antarctica. Growing distrust between Soviet Russia and the rest of the Allies have encouraged all sides to field spies within their forces in order to monitor "the other side" for signs of espionage or intelligence-hoarding.

Nowhere is this tension more evident than the presence of Section M, Majestic, and Institute 21 agents while in transit. As the campaign continues, it becomes obvious to all that the concentration of Black Sun's most powerful occultists and the discovery of the elder thing city have made Antarctica a treasure trove of potential Mythos knowledge — esoteric wisdom which could provide a crucial advantage to whomever controls it.

These high stakes means that the growing animosity will occasionally flare into swift and violent action in the shadows. There are troubling reports of certain personnel or raw recruits who joined their forces immediately prior to shipping out dying under mysterious circumstances — no doubt the casualties of the various agencies settling scores or struggling to protect the greatest and most dangerous secrets of the war.

"Antarctica is not a place,
it is a disease."

— Russian saying

THE TLINGIT DAGGER, CALLED "GHOST
OF COURAGEOUS ADVENTURER" IS
REPUTED TO HAVE THE STRENGTH OF
20 MEN. MADE WITH METEORIC IRON,
THE SKULL HILT IS OF WALRUS BONE
SET WITH SACRED ABALONE.

— THE PENN MUSEUM CATALOGUE



CHAPTER 2

Creatures of Antarctica

*"Every species of calamity and horror befell me. Among other miseries I was smothered to death between huge pillows, by demons of the most ghastly and ferocious aspect."
- Edgar Allan Poe. "The Narrative of Arthur Gordon Pym." 1838.*

The creatures and supernatural entities encountered within this campaign are described fully in the sections in which they appear, or references are made to the books they appear in—inevitably, the *Keeper's Guide* or *Call of Cthulhu, Sixth Edition*. A Keeper wishing to introduce additional creatures—by design or in the event of the investigators forging into unforeseen narrative territory—can consult this chapter for descriptions of creatures and entities appropriate to Antarctica, or use the following entries for additional investigations in Antarctic climes.

NATURAL CREATURES

Antarctica has very few land-dwelling animals, though the surrounding seas teem with life. A few miles inland from the shoreline there are virtually no animals to encounter. Plant life is scarce, which means food is rarely found far from the ocean, yet each of the creatures described below thrives in Antarctica, their primary source of food being the sea... or one another.

Some Mythos creatures have survived in the South Polar Region for millions of years, bound in ice or brooding in solitude.

Earthly Creatures

The following creatures are some of the relatively few natural creatures that might be encountered in Antarctica. They are not the only natural inhabitants there, but are the most suitable for potential sources of conflict.

KILLER WHALE

Wolves of the ocean, killer whales or orcas are clever predators that hunt in packs. Killer whales will eat anything they can catch that is large enough to constitute a meal, such as seals, other types of whales, squid, and larger fish including some sharks. More closely related to dolphins than whales, orcas are clever enough (and powerful enough) to tip or even flip smaller icebergs to get at seals basking on the surface of the ice. Small by whale standards, the killer whale is still the largest predator in the Antarctic waters.

Humans are not likely targets, unless no other feeding opportunities arise. Humans in the water who are targeted by a pack of killer whales have no chance of survival unless they can get to land or to a very large iceberg or vessel very quickly.

Cth

STR 5D6+10 DEX 3D6 INT 4 CON 3D6
SIZ 12D6+18 POW 2D6
Hit Points: 36

Damage Bonus: +5D6; **Move:** 18 swim.

Skills: Swim 90%, Hunt 80%, Hide 60%,
Spot Hidden 40%.

Weapons: Bite 60%, 6D6+db.

Tail Slap 50%, 4D6+3+db.

Armour: 6-point blubber.

Sav

Attributes: Agility d8, Smarts d8 (A), Spirit d8,
Strength d12+4, Vigor d12.

Skills: Fighting d8, Notice d12, Swim d10.

Pace: —; **Parry:** 7; **Toughness:** 12.

Special Abilities

- **Bite:** Str+d6.
- **Large:** Attackers add +2 to their attack rolls when attacking killer whales due to their large size.
- **Semi-Aquatic:** Pace 12". Killer Whales can stay submerged for about 5 minutes.
- **Size +6:** Killer Whales can grow up to 30' in length.

LEOPARD SEAL

A major predator of the seas around the Antarctic, the leopard seal is large and powerful enough to easily kill a human in the water, but it rarely does so. The staples of their diet are penguins and fish, both of which are abundant in the waters surrounding the continent, but they will also kill and eat pups and juveniles of other seal species. Ferocious and crafty, leopard seals are also very fast, agile swimmers. Though slower and somewhat clumsy on land, leopard seals will pursue prey out of water if needed. They are aggressive, clever predators, and will stalk prey until a suitable ambush situation is obtained.

Cth STR 3D6+6 DEX 4D6 INT 3 CON 3D6
 SIZ 4D6 POW 2D6
 Hit Points: 13

Damage Bonus: +1D4; **Move:** 3 /15 swim.

Skills: Swim 90%, Hide 50%, Hunt 80%,
 Spot Hidden 40%.

Weapons: Bite 60%, 2D6+db.

Tail Slap 40%, 1D6+3+db.

Armour: 2-point blubber.



Attributes: Agility d8, Smarts d4 (A), Spirit d6,
 Strength d8, Vigor d8.

Skills: Fighting d6, Notice d8, Stealth d8, Swimming d10.

Pace: 3; **Parry:** 4; **Toughness:** 7.

Special Abilities

- **Bite:** Str+d6.
- **Semi-Aquatic:** Pace 6". Leopard Seals can stay submerged for up to 15 minutes.
- **Size +1:** Leopard Seals average around 10 feet (3m) long and weigh in around 800 pounds (363kg).

ELEPHANT SEAL

The southern elephant seal is a very large carnivore: males can grow up to 20 feet (6m) long or larger, though females tend to be half that size or less. Powerful creatures weighing more than a ton, the male elephant seal is surprisingly fast, of unpredictable temperament, and extremely dangerous. Its dietary choices pose no direct threat to humans; males are extremely protective of their females and young, however—particularly during the breeding season—and will bull rush anyone getting too close to their offspring or mates.



STR 4D6+6 DEX 3D6 INT 3 CON 3D6
 SIZ 5D6 POW 2D6
 Hit Points: 15

Damage Bonus: +1D6; **Move:** 3 / 12 swim.

Skills: Swim 70%, Hide 50%, Hunt 80%,
 Spot Hidden 40%.

Weapons: Bite 30%, 2D6+db.

Tail Slap 40%, 2D6+db.

Bull Rush 40%: 4D6+db crushing damage.

Armour: 3-point blubber.



Attributes: Agility d6, Smarts d4 (A), Spirit d6,
 Strength d10, Vigor d8.

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d10.

Pace: 4; **Parry:** 6; **Toughness:** 8.

Special Abilities

- **Bite:** Str+d6.
- **Bull Rush:** If an elephant seal gets a raise while attacking its enemy, it has knocked its foe to the ground and crushed it. Victims receive Str damage every round until they can escape, as if from a grapple.
- **Size +6:** Elephant seals can grow up to 20 feet (6m) in length and weigh in at almost 9,000 pounds (4,100kg).
- **Tail Slap:** Str+d6.

Three other species of seals can be found in Antarctic waters: the Weddell Seal, the Crabeater seal, and the Ross seal. These three seal varieties are smaller than the leopard seal, and show little to no aggression towards humans. Statistics for the various seals are similar to the leopard seal in most cases, save perhaps SIZ and Hit Points. **Cth** / Size and Vigor **Sav**. These are far less aggressive predators, choosing mostly fish, crustaceans, squid, and krill for their diets.

PENGUINS

Penguins are flightless birds highly adapted for their ocean-going lifestyle. They primarily eat fish and squid.

They live much of their lives in coastal waters, venturing ashore only occasionally—to breed and to switch places so their mates can also go to sea to find food. Predators of all sorts lie in wait near shore, capturing and eating penguins during these times of mass movements to and from shore.

Penguins typically lay one or two eggs during breeding seasons which last from March (for the Emperors) to June and July for the smaller varieties. Eggs typically hatch in October to November to coincide with the southern hemisphere's summer months. Chicks fledge after four to six weeks, and head out to sea.

The giant version, discovered by the Pabodie Expedition in 1930–31, is fully adapted to life away from light. Their eyes no longer function, and they have lost nearly all trace

of pigmentation. They cluster in caverns around openings to subterranean lakes, and use a sort of echolocation to assist them in catching fish.

Penguins come in a wide variety of sizes, from the giant albino (SIZ 2D6+2) **Cth** / Size 0 **Sav** and emperor varieties (SIZ 1D3+4) **Cth** / Size -1 **Sav**, down to the Adélie, gentoo, and chinstrap species (SIZ 1D3+1) **Cth** / Size -2 **Sav**.

Cth STR 2D6+6 DEX 3D6 INT 3 CON 3D6
SIZ see above POW 2D6
Hit Points: 5–8 for smaller species,
7–10 for larger.

Damage Bonus: none or +1D4; **Move:** 3 /12 swim.

Skills: Swim 70%, Hunt 80%, Spot Hidden 40%.

Weapons: Beak 30% (stab), 1D6+2+db.

Armour: none.

Sav **Attributes:** Agility d6, Smarts d4 (A), Spirit d6,
Strength d4, Vigor d6.

Skills: Fighting d4, Notice d6, Stealth d8, Swimming d8.

Pace: 2; **Parry:** 4; **Toughness:** 2.

Special Abilities

- **Beak:** Str+d4
- **Size** -2.
- **Small:** Attackers subtract 2 from their attacks to hit.

CREATURES OF THE MYTHOS

Numerous Mythos creatures can be summoned to the Antarctic, though very few actually choose to live there. While there are many different creatures that may be found on the Antarctic continent, there are three main types of entities to be found in residence: elder things, shoggoths, and a small number of mi-go.

Despite the aforementioned scarcity of resources, these creatures have been on the continent for millennia. The plant-like elder things, their former servants the shoggoths, and fungus-based life forms such as the mi-go, have traversed and lived in Antarctica for uncounted millennia, and some are still around. It is unclear what any of these creatures need to consume to survive, so there may be a way for them to survive further inland, utilizing the ruins of the elder things' technology and infrastructure.

*Soldiers, spies, and sorcerers... sailing to
the end of the world. —R.D.*

ELDER THINGS

As described in the timeline provided on p.15 of the **Introduction**, the elder things colonized the Antarctic continent in the days when it was still part of the single, pre-historic land mass called Pangaea. Able to fly through the depths of space, the elder things had no concern for cold temperatures. They warred with the mi-go over territory—the mi-go desiring certain rare minerals only found in a few areas, while as a civilization, the elder things simply wanted to be left alone to engage in cultural and advanced scientific pursuits. The war was brutal and costly for both sides, resulting in a stalemate; the mi-go were essentially granted the northern hemisphere of the planet while the elder things continued their dominance of the southern hemisphere.

The elder things' biology strongly suggests a plant-based physiology, and it might be that the primary cause of their cultural degradation was the extinction-event comet that struck the Earth 250 million years ago, followed by the secondary mega-comet 70 million years ago. The amount of dust sent into the stratosphere blocked sunlight for aeons, and may have greatly affected the elder things, disrupting any photosynthetic process they may have required to survive and thrive.

Eventually—as a result of wars against both the mi-go and the elder thing's former servants, the shoggoths, the elder things retreated from the surface world, allowing the mi-go to establish small outposts to exploit the resources they required. Now, the elder things are all-but-extinct, their dwindled numbers frozen in pockets hidden deep in the Antarctic ice, or shunted off into stasis within the Great White Space.

A distinct group of elder things, however, has emerged from the ruins of the Elder City, awakened by the conflict. Self-exiled into the Great White Space and absent from this plane of existence for tens of millions of years, they are now active and considerably more formidable than their degenerate descendents. Their numbers are few, though, and their fight against Black Sun has unfortunately drawn the attention of their former servants, the shoggoths.

Elder things are described fully in **Call of Cthulhu, Sixth Edition** on pp.156–157 **Cth** / in KG, p.225 **Sav**, and a group of atavistic elder things are described on p.272.

MI-GO

The mi-go came to Earth in pursuit of nebulous goals. Like the elder things, their ability to fly through the airless vacuum of space makes the climate of Antarctica seem far less threatening than it is to humans. The mi-go occasionally require certain rare minerals and compounds found in out-of-the-way places; other than that, their interest in Earth is a mystery. It is unclear if they seek to prepare the planet for eventual colonization, or merely wish to plunder its riches for their own ends. They were engaged in a long, protracted war with the elder things over Antarctic territory containing minerals the mi-go desired—a war that was both costly and

inconclusive for both sides. When the elder things retreated from the surface world, the mi-go tentatively set up a few outposts to obtain the materials they required, gradually expanding their footprint on the continent when it became clear that the elder things were not returning. Their presence is mostly unknown, and humans have little to do with the enigmatic fungi from Yuggoth.

Mi-go are described in *Call of Cthulhu, Sixth Edition* on p.168 **Cth** / in KG, p.229 **Sav**.

SHOGGOTHS

Shoggoths, once slaves of the elder things, turned on their former masters in a vicious civil war that nearly destroyed both life forms. The elder things finally retreated to places of safety beneath the land and the sea. The monstrous shoggoths still exist, though they are mercifully few in number and rarely encountered by humans. What they want is uncertain at best: based on the vicious, relentless attack against reawakened elder things, it can be surmised that they seek vengeance for their centuries of servitude. These encounters occurred during the Pabodie Expedition to the Antarctic of 1930–31, and while the shoggoth attack was not observed first-hand, the aftermath was fairly conclusive. More comfortable in the water than on land, shoggoths have adapted well to a terrestrial existence, and move about by tucking into a ball and rolling when great speed is required, or moving by whatever combination of legs, pseudopods, and other appendages they wish to form when speed is not a concern.

In the grand scale of the Elder City shoggoths are relatively scarce, but they are quick to respond to activities therein, and may arrive quickly if members of Black Sun or investigators provoke their attention. They are especially infuriated to learn that the atavistic elder things have returned, and are dedicated to seeking them out and eradicating them utterly.

A full write-up of shoggoths is provided in *Call of Cthulhu, Sixth Edition* on p.173 **Cth** / in KG, p.231 **Sav**, and additional types of shoggoths appear in **Black Ruins**, p.237.

New Mythos Creatures

COLD ONES

Long ago, in the pre-human history of Earth, two species collided in an effort to control a larger share of resources. Those two species—what we know as the elder things and the mi-go—went to war against each other over control of several strategic land masses; among those was what we now call Antarctica.

The elder things had the initial advantage: they were already well-entrenched, having called the Antarctic continent home for untold thousands of years. The mi-go sought after certain unusual and rare mineral deposits buried deep within Earth, under miles of ice. Before overcoming the environmental challenges, they would first need to wrest

control of the continent—or at least part of it—from the elder things. The mi-go were few in number; they needed soldiers in order to compete with the more numerous, plant-like elder things.

The mi-go had become familiar with the great entity Rlim Shaikorth, and discovered that this bringer of horrific cold spawned new creatures within the corpses of its victims; spirit-like entities, partly corporeal, trapped inside their own flash-frozen bodies and driven mad by their imprisonment. The mi-go began to follow the progress of the mighty polar worm as its iceberg flowed across the north, and collected the bodies it left behind. Once freed from their frozen flesh prisons, these cold ones were controlled by the mi-go using sonic vibrations to modify the cold ones' thought patterns. While the mi-go were only able to achieve a limited amount of control it proved sufficient for their purposes. In a few short decades, the mi-go had collected an army of thousands of cold ones,

After the rebellion of the shoggoths,
the elder things engineered new
servants, monstrosities the
Germans named "*Schnee-Koloss*".

and as a first test of their new forces' full capabilities they launched an assault on one of the elder things' outlying research stations.

The elder things fought tenaciously, and their highly advanced weaponry would have given them the edge had not the attack been a complete surprise. The cold ones' bodies blended perfectly with the snow and ice, rendering them virtually invisible, even while moving. By the time the elder things' weapons lockers had been opened, the battle was nearly over. The mi-go had their first conquest.

It was to be one of their last. While the mi-go threw their army at the elder things, their intended victims realized quickly what these horrific creatures were, and a bit of experimentation discovered how they were being controlled. The elder things had been experimenting with something similar to control their unruly servants, the shoggoths, and now they were able to use their own hybrid sonic/telepathic technology to wrest control of the cold ones away from the mi-go, turning the semi-corporeal frozen entities on their former masters. The tide began to turn, and as their losses mounted, the mi-go realized their position would soon be untenable, and that their plans of dominating the continent would have to wait. They withdrew, leaving their few remaining cold ones behind to cover the mi-go's retreat. They would have to fend for themselves.

In these times, the cold ones still exist, though they are few in number.

For the most part, the cold ones wander the south polar winds aimlessly, seeking a rest they can never achieve.

Being semi-corporeal, they have no real need for food. They appear to gain some manner of sustenance from the death throes of their victims, but this has never been scientifically demonstrated.

The technology for their control is still available in each of the elder thing outposts, cities, and research installations as a precaution, but most have been left unused for so long that they are no longer functional. Only an investigator versed in the written language of the elder things can decipher the instructions for utilizing these arcane devices, and strong POW is required **Cth** to operate them successfully to control any cold ones in range.

This write-up of the Cold Ones expands the one from pp.233–234 of the *Keeper's Guide*.

Cth STR n/a DEX 3D6+12 INT 2D6+6 CON n/a
SIZ 2D6+6 POW 3D6+6
Hit Points: equal to POW, usually 16–17

Damage Bonus: n/a; **Move:** 50 flying.

Weapons: *Freezing Touch* 30%, damage special (see below).

Freezing Touch: Cold ones attack by manifesting near or around a victim and inflicting freezing damage. An attack by a cold one is like frostbite. No actual wounds are inflicted, but tissue, bones, and organs suffer severe damage from the intense cold. Each successful attack by a cold one causes its victim to lose 1D2 points of CON and 1D2 Hit Points. For every 5 combined points of CON and HP lost, the victim also suffers the loss of 1 point of APP and 1 point of STR. Victims who survive an attack require immediate and prolonged medical attention. A successful First Aid roll heals a single point of lost CON, STR, and Hit Points, but will not affect lost points of APP. A successful Medicine roll returns 1D3 points each CON, APP, STR, and Hit Points. Only one such successful skill roll may be made, beyond that the investigator requires one week of professional medical treatment per Hit Point and characteristic point lost. Points of APP lost are gone forever, representing frostbite damage to skin and extremities.

Armour: none, however, cold ones are immune to all physical attacks. Fire harms them at a rate of 2D6 points of damage per successful strike with a torch, or as per fire-producing weapon/attack.

Spells: A cold one with an INT of 16 or higher knows 1D3 spells. Appropriate spells from the *Call of Cthulhu* Mythos grimoire are *Alter Weather*, *Enthrall Victim*, *Implant Fear*, *Mindblast*, *Power Drain*, *Sense Life*, *Wither Limb*, or spells associated with their patron deities, such as *Call/Dismiss* Aphoom Zhah or *Call/Dismiss* Rlim Shaikorth.

Skills: Dodge 45%, Hide in Snow 90%, Sneak in Snow 90%.

Sanity Loss: 0/1D6 SAN to see a cold one; 0/1D3 SAN to hear the tortured shriek of a cold one.

Note: Aphoom Zhah is a relatively obscure Great Old One usually associated with the North Pole, described on pp.123–125 of the *Malleus Monstrorum*. Rlim Shaikorth is another Great Old One, associated often with Greenland, described on p.220 of the *Malleus Monstrorum*.

Sav **Attributes:** Agility d12+4, Smarts d8, Spirit d10, Strength N/A, Vigor N/A.

Skills: Knowledge (Mythos) d10, Stealth d12+4.

Pace: N/A; **Parry:** 2; **Toughness:** 7.

Special Abilities

- **Creature of Will:** Cold ones use Spirit rather than Vigor to determine Toughness.
- **Ethereal:** Cold ones have no material form and are immune to all physical attacks.
- **Flight:** Flying Pace of 20", Climb rate 12".
- **Horror:** Anyone seeing a cold one must succeed at a Spirit roll or roll on the Horror Effects Table (KG, p.181).
- **Icy Aura:** place a Large Burst Template around the cold one; anyone within the Template must succeed at a Vigor roll every turn or suffer a level of Fatigue from hypothermia. If the victim becomes Incapacitated, they need to succeed at a Vigor roll once every hour or die. Once an investigator gets warm it takes half an hour to recover from each Fatigue level.
- **Seep:** Cold ones can squeeze through any porous material as if it was Difficult Ground.
- **Spells:** Cold ones know 1–3 of the following spells: *alter weather*, *implant fear*, *mindblast*, *sense life*, *withier limb*, or spells associated with their patron deities, such as *call/dismiss* Rlim Shaikorth.
- **Terrifying Wail:** Anyone who hears a cold one's wailing must succeed at a Spirit roll or suffer –1 to all Trait tests for the rest of the encounter.

SCHNEE-KOLOSS (SNOW COLOSSUS)

After the shoggoths rebelled, the elder things still needed minions to do the heavy lifting involved in construction and migration. The result was a bio-engineered monstrosity the Germans call the *Schnee-Koloss*. Standing roughly 18 feet (5.5m) tall at the shoulder, the *Schnee-Koloss* is a carnivorous quadruped, resulting from the blending of genetic material from dinosaur-like creatures, mammoths, and something totally alien to this world. The result is a powerful, vicious brute, capable of carrying immense weight but possessed of a foul disposition.

As the Antarctic continent grew colder, the metabolism of the *Schnee-Koloss* was able to adapt, but the number of prey creatures diminished. The remaining large animals had migrated to the sea and were evolving features more suited to

an aquatic existence. The *Schnee-Koloss* were ambush predators, and perfectly capable of hunting their own food, their large size often being cleverly concealed amongst the snow and ice by their all-white coloration.

The elder things were left with few options if they wished to see the species continue. It was shortly after this that most elder things retreated to their city deep beneath the recently-formed south polar ice cap, leaving behind the few *Schnee-Koloss* they had bred as they were too large and too hungry to be maintained. With their voracious appetites difficult to satisfy, the nearly uncontrollable beasts veered off task in pursuit of anything that looked like a meal, including humans.

A number of these creatures still remain in a state of suspended animation in large bunker-like structures within several abandoned elder thing cites and outposts. The machinery exists to awaken them, but will require no small amount of tinkering and repair to bring the equipment back to functional status. Fortunately for Black Sun, they had no shortage of scientists and engineers who were able to decipher the elder thing murals and could restore some of the *Schnee-Koloss* stasis engines and awaken the monstrous creatures. They are kept within a bunker at Ritscher Station and elsewhere and have since been trained to serve as mounts, their keepers satisfying their immense hunger with a steady supply of fresh meat, and goading them with electric prods. A cadre of Black Sun operatives specialize in riding these creatures, using them to survive on the inhospitable Antarctic terrain as a cheap and more reliable alternative to adapting vehicles for arctic conditions. See p.117 of *The Shores of Death* for more about the *Kolossreiter*s.

When attacking, a *Schnee-Koloss* lunges at its prey, and uses its face tentacles to grab its victim and drag it into its mouth where it can be thoroughly masticated. While the creature rarely uses its stomp attack during a hunt, if provoked by multiple opponents it will lash out with a stomp to help improve the odds in its favour.



STR 5D6+6 DEX 2D6+3 INT 1D6 CON 3D6
SIZ 8D6+12 POW 2D6
Hit Points: 26

Damage Bonus: +3D6; **Move:** 12.

Skills: Hide 50%, Hunt 70%, Listen 40%,
Spot Hidden 30%.

Weapons: *Face Tentacles* 50%, 1D6+db crushing + grab.

Bite 40%, 3D6+db.

Stomp 35%, 4D6+db.

Armour: 3-point fur and tough hide.

Spells: none.

Sanity Loss: 1D3/1D10 to view a *Schnee-Koloss*.



Attributes: Agility d6, Smarts d4 (A), Spirit d6,
Strength d12+5, Vigor d10.

Skills: Fighting d8, Intimidation d10, Notice d6,
Throwing d8.

Pace: 8; **Parry:** 6; **Toughness:** 12.

Special Abilities

- **Face Tentacles:** *Schnee-Koloss* may use their tentacles to grapple their victims. If the monster wins the grapple, it takes the victim into its mouth for Str+d8 automatic damage each round. A grabbed victim may only attempt an opposed Strength roll each round to escape. A victim killed by *Schnee-Koloss* is usually devoured.
- **Fist:** Str+d8.
- **Horror (+0):** anyone seeing a *Schnee-Koloss* must succeed at a Spirit roll or roll on the Horror Effects Table (KG, p.181).
- **Large:** Attackers gain +4 to attack rolls against *Schnee-Koloss* due to their size.
- **Size +5:** *Schnee-Koloss* stand about 18' tall.
- **Stomp:** *Schnee-Koloss* are naturally adept at using their full weight to smash their foes. Armor offers no protection against this crushing blow. Damage is equal to the creature's Strength.

Notes on Other Mythos Creatures

Many other Mythos creatures are capable of existing—or travelling to—Antarctica, though they would not travel to so remote a region without a specific reason.

Byakhee, hunting horrors, shantaks, dimensional shamblers, nightgaunts, and star vampires are all more-than-capable of surviving in subzero temperatures. However, they are not of this Earth, nor do they choose to reside here. They would only be found in Antarctica if summoned, or sent there to carry out a particular errand.

Spawn of Tsathoggua and flying polyps might be found existing in deep, dark caverns beneath the ice cap. The polyps would be remnants of their former civilization, living in their dark basalt cities. A formless spawn would only be there acting as a guardian for some long-forgotten temple to their god and progenitor, Tsathoggua. Neither being would appreciate being disturbed.



The spawn of Abhoth inhabit the dismal grottoes far beneath the Antarctic surface, sloughing off from their primogenitor and spreading. *Nachtwölfe* spelunkers and explorers discovered these creatures and took samples of their biological matter, using the genetic material as the basis for horrific experiments and distilled substances. Though they are discussed on p.182 of *Call of Cthulhu, Sixth Edition*, they are not defined there. A full write-up of these creatures appears on p.14 of the *Malleus Monstrorum*.

As small number of arctic-adapted deep ones dwell in the ocean underneath the great ice sheets, but are rarely found inland, save if an oceanic tunnel happens to lead from the sea to inland caves, and even then they would be unlikely to being doing more than passing through. A lone few inhabit the ruins of the Elder Thing City, and appear on p.267.

The star-spawn of Cthulhu were among the first waves of creatures the elder things battled for supremacy of the Earth, and were fought to a standstill, removing themselves from the regions held by the elder things. A few solitary members of the species are frozen or entombed in the ice, and one such creature is imprisoned within Ritscher Station's vault, bound with magical wards. It is described on p.325 of *The Shores of Death*.

MYTHOS DEITIES IN ANTARCTICA

It has been established that Mythos deities will go anywhere they are summoned, provided that the proper etiquette and rituals are observed, and the proper sacrifices are offered.

Very few would choose to reside in Antarctica — most being happy wherever they were summoned from in the first place — and so would remain only as long as they chose to. The sole exception to this is Abhoth, the source of uncleanness, whose protoplasmic existence manifests partially in a vast cavern so deep beneath Antarctica that it is likely beyond all chance of human discovery. The elder things, however, were able to encounter this Great Old One, and extract genetic material from it, using its biological matrices to form many of their own biological creations.

There is considerable overlap between lore describing Abhoth and Ubbo Sathla, and scholars of the Mythos occasionally opine that the two are actually coterminous manifestations of the same entity: a single ghastly fount of putrescent, barely-sentient biological matter, manifesting in multiple locations across the globe, the Dreamlands, and on other planes of existence.

Though it would seem a natural fit, the Great Old One known as Ithaqua has little to do with Antarctica, having claimed instead the Earth's northern polar reaches as its own domain. Attempts to summon Ithaqua in Antarctica will have no effect, or may even backfire in horrific fashion.

"It is absolutely necessary, for the peace and safety of mankind, that some of earth's dark, dead corners and unplumbed depths be let alone; lest sleeping abnormalities wake to resurgent life, and blasphemously surviving nightmares squirm and splash out of their black lairs to newer and wider conquests."

- H.P. Lovecraft, "At the Mountains of Madness"



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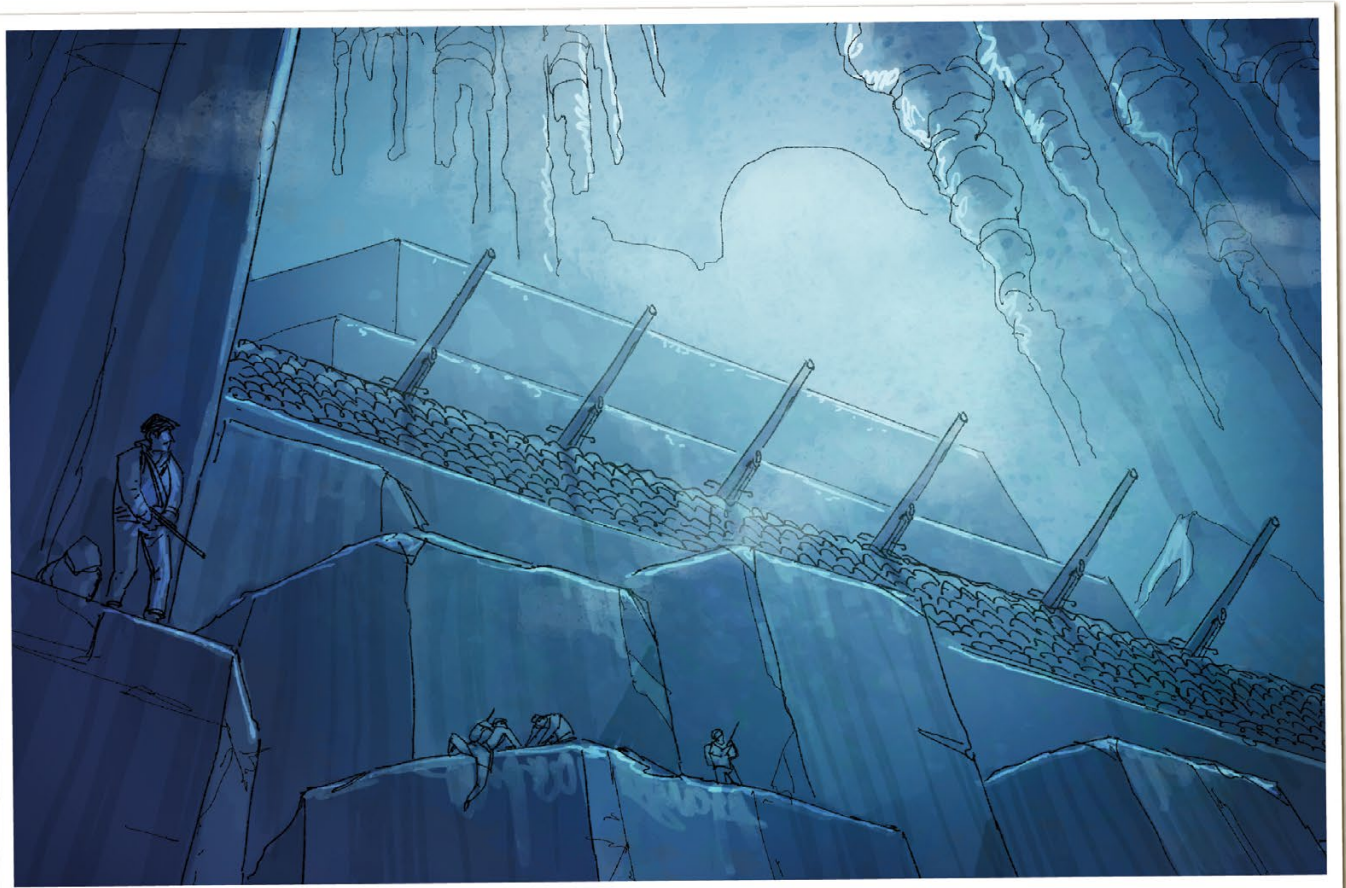
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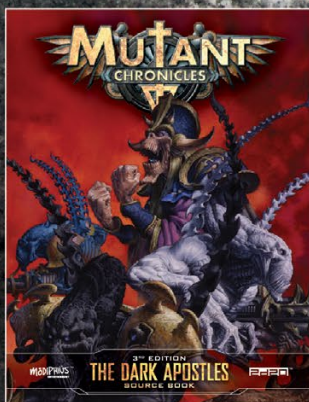
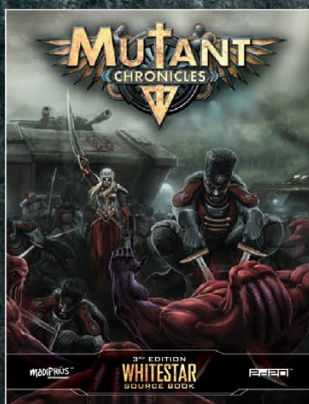
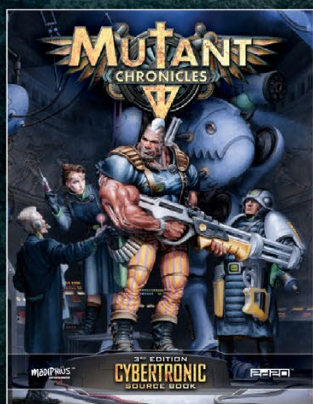
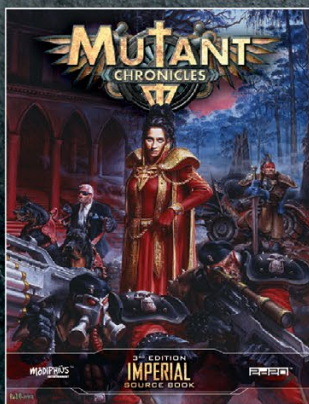
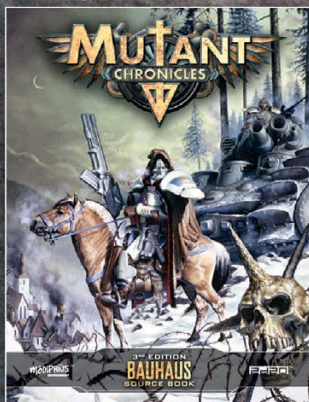
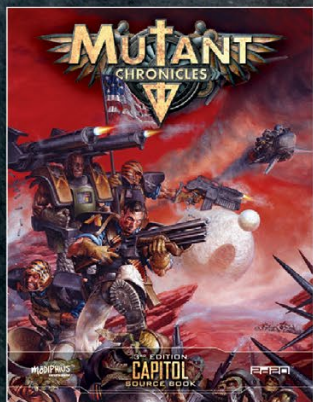
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